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PlayStation

Official U.S. PlayStation Magazine

Vigilante 8

CALIFORNIA
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Official U.S. PlayStation Magazine Issue 7 (April 1998)

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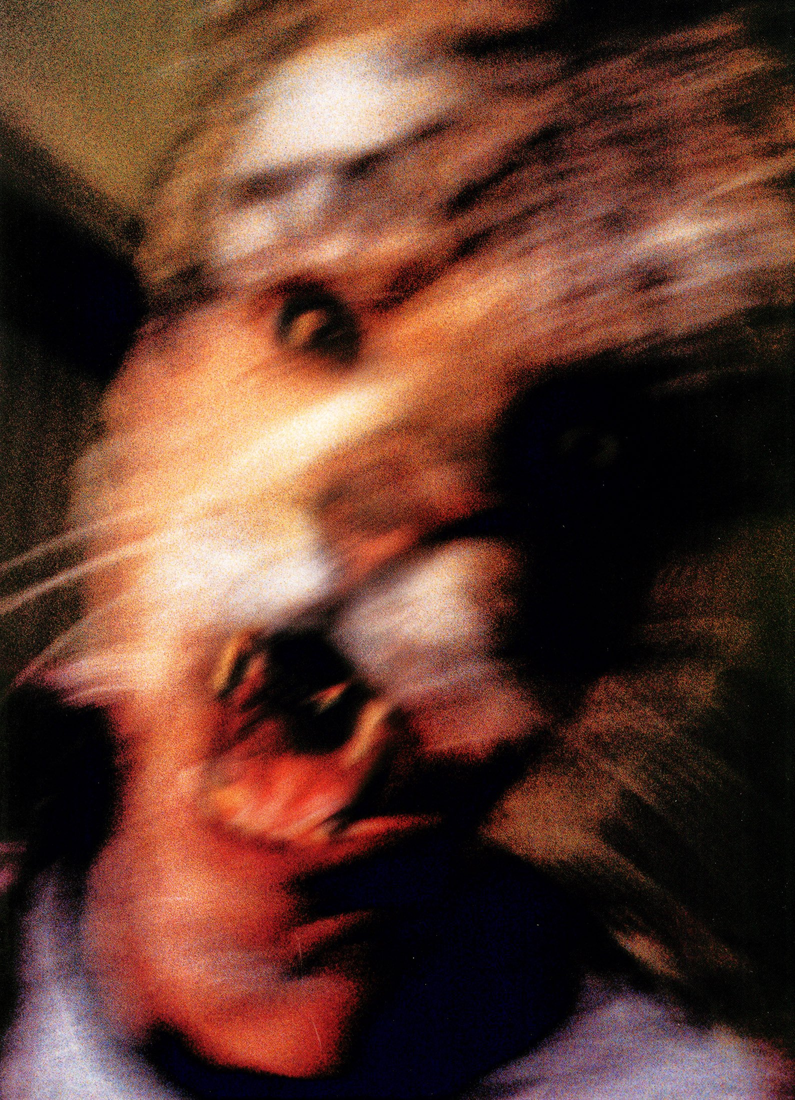

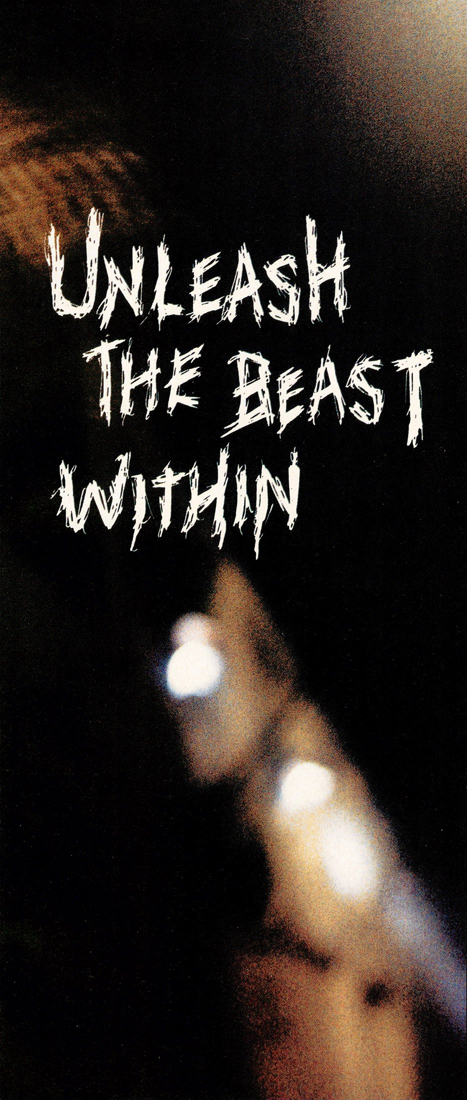

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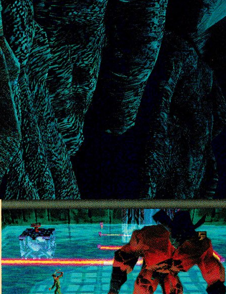

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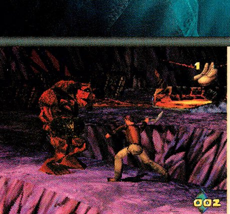

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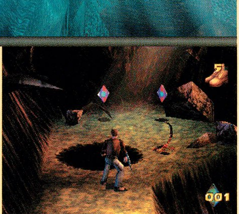

Next Generation Adventure
Swing on vines, jump acid-filled pits, avoid scorpions, and encounter new pitfalls like energy fields and morphing beasts.

PITFALL 3D
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COMING MARCH 27, 1998

From the Editor

WOODY HARRELSON COURTNEY LOVE EDWARD NORTON
THE PEOPLE VS LARRY FLYNT

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Larry Flynt was also an unlikely hero for freedom of speech. Wat is seen here in the now-famous "uncomfortable shift" scene that fueled his illustrious, but short film career. (True fact: Wat used to work for Larry Flynt Publishing before moving on to Ziff-Davis. His hollywood dreams were sadly put on hold when he became the editor of *OPM*. Poor Wat.

Censorship is a touchy subject in the gaming biz. Fear of government crackdowns on offensive games has been hanging over the head of the gaming industry since the days of Pac-Man (Pac-addicts) and on through the Mortal Kombat fiasco. So what else is new? The news is that the PlayStation is geared toward an older audience and that means adults over the age of 18.

Violence has always been a standard fixture in video games, but what about strong language and mature situations? When Final Fantasy VII was in the domestic conversion processes, it was heavily rumored that Sony Computer Entertainment America would force Square to censor some of the game's content (strong language, adult situations). Fortunately, that's all they were, rumors. SCEA firmly stated that they intended to deliver the RPG fully intact, preserving Square's vision of the game. FFVII went on to do huge numbers and drew little if any criticism due to its mature content.

Enter Grand Theft Auto. Quoted by our U.K. correspondent as a "game you won't be seeing unless you pick up an import," the game puts you in the shoes of an up-and-coming criminal. In this role, you "acquire" cars which usually still have their owners in them. All of this fun action is accompanied with huge amounts of colorful language which is spoken by both the game characters and the music that plays in the background. ASC has picked up this title for domestic release and insists it will remain as is. Some would dismiss this as a game that was made to appeal to the lowest common denominator to make a quick buck. I view it as a continuation in a positive trend of titles that will garner the kind of mass audiences that movies enjoy. Titles like FFVII, Resident Evil 2 and Riven are just a few examples of recent hits that are definitely aimed at older gamers. Judging by the list of titles planned for 1998 and beyond, it's a trend that is here to stay. I know I'm not alone in stating that it's way past due that console gaming is in the stages of finally growing up for good.

Wataru Maruyama
Editor in Chief

mission statement

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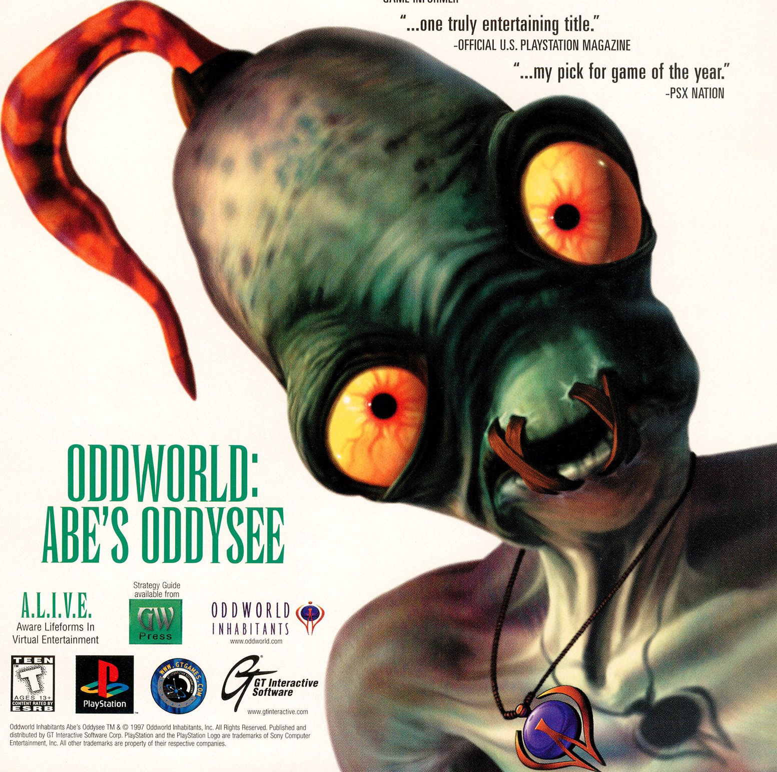

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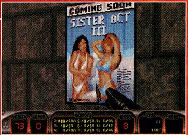
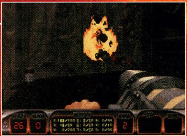


Laugh while you frag, from Hollywood to outerspace!



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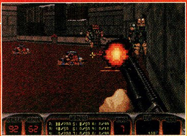

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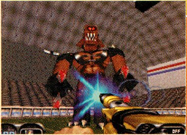
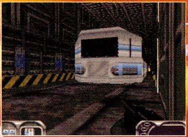
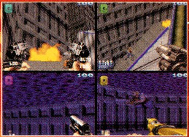


Big weapons and bigger bosses for a fun-filled fragfest!



Earthquakes, exploding buildings and working subways!



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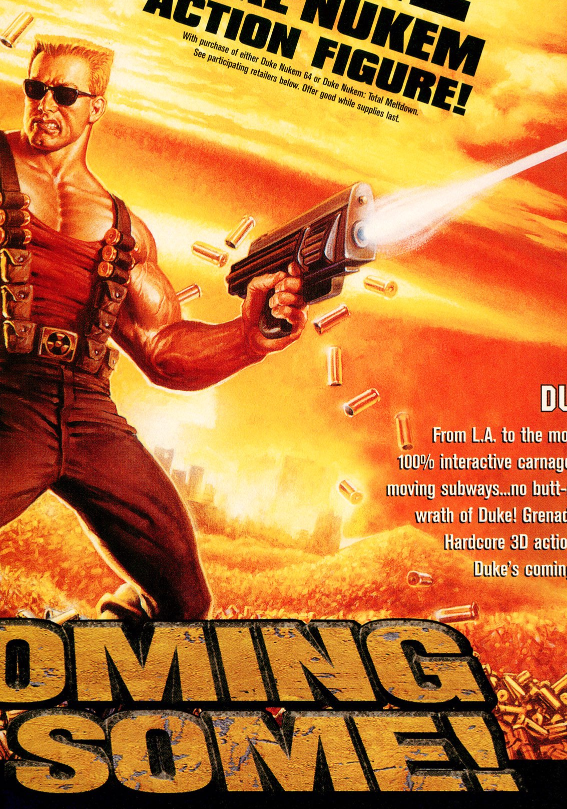

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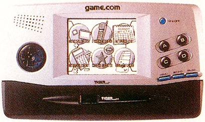

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Learn how to access alternate outfits in Cool Boarders 2, and while you're at it, check out our new-and-improved Tricks Archive!

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Check out our hands-on (so to speak) review of the Lara Croft action figure. Also, find out the benefits of an S-video cable.

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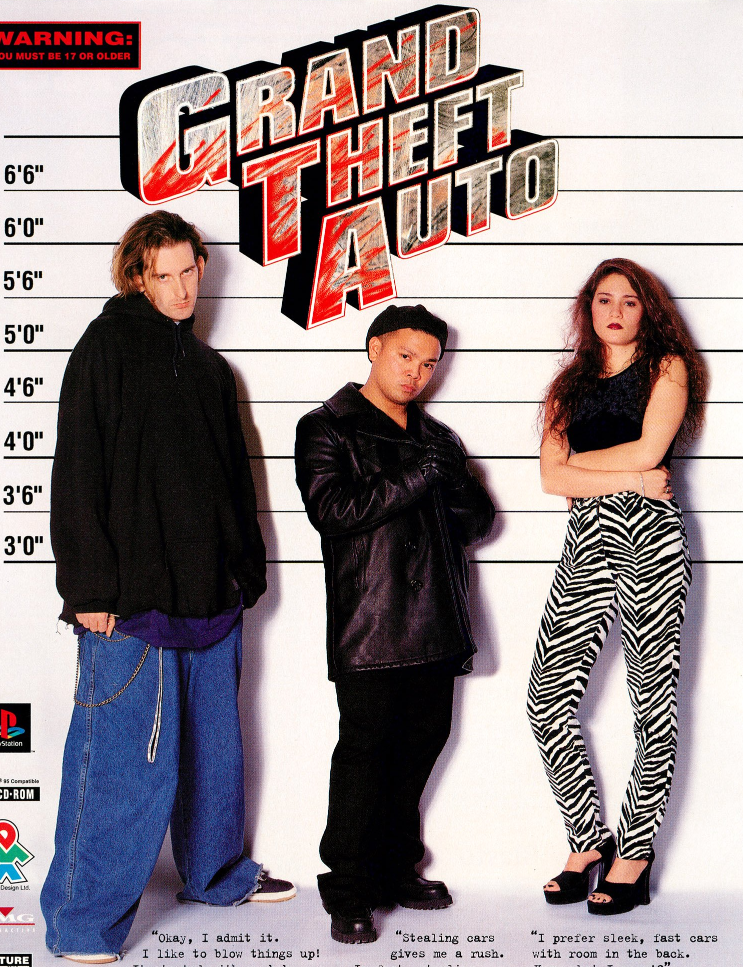

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"Okay, I admit it.
I like to blow things up!
It started with my baby
sister's doll house, and well...
it just went from there!"

"Stealing cars
gives me a rush.
In fact, stealing
anything gives
me a rush."

"I prefer sleek, fast cars
with room in the back.
Know what I mean!?"

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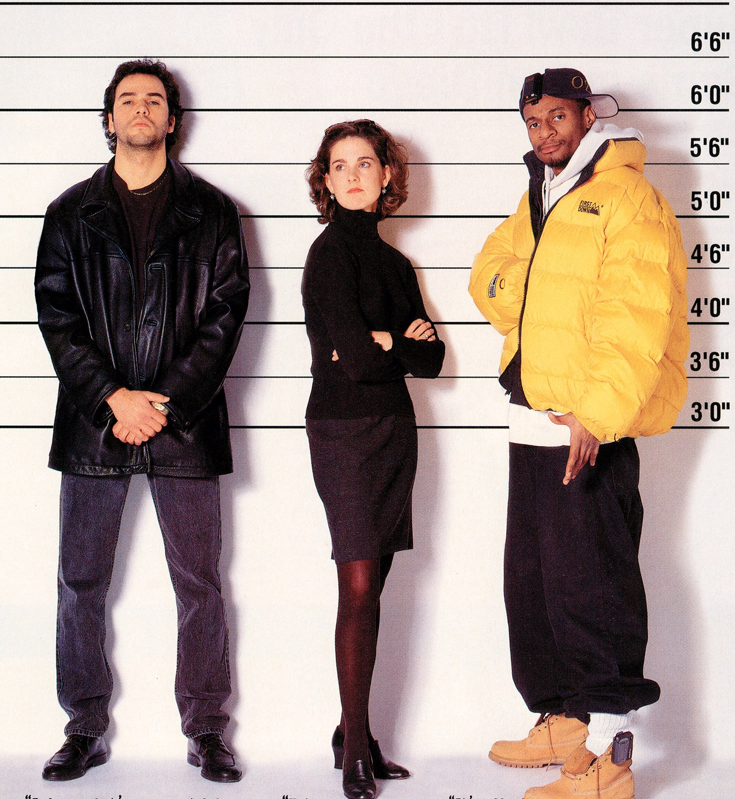
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PlayStation News

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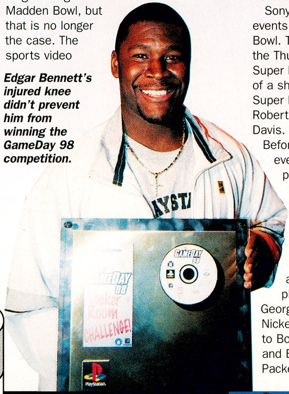
Super Bowl Isn't the Only Game in San Diego

Three Football Video Game Tournaments Contribute to the Super Bowl Hype.

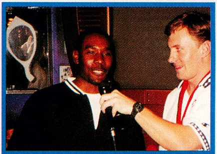
The Super Bowl is well known for the two weeks of hype preceding the event, and Electronic Arts and Sony were more than happy to join in the festivities. In previous Super Bowls, Electronic Arts had a monopoly on pre-game tournaments with its long-running annual Madden Bowl, but that is no longer the case. The sports video game marketplace has changed a bit in the last few years, and with the emergence of NFL GameDay, comes Sony's very own pre-Super Bowl contests, thus adding more hype to the world's most-watched sports contest.



Edgar Bennett's injured knee didn't prevent him from winning the GameDay 98 competition.

Sony staged two separate events before the Super Bowl. The first was held on the Thursday before the Super Bowl and consisted of a showdown between Super Bowl participants Robert Brooks and Terrell Davis. Named "The Game Before the Game," the event proved to be prophetic, as Terrell Davis blanked GameDay 98 commercial spokesperson Robert Brooks 20-0.

On the day before the Super Bowl, Sony held "The Locker Room Challenge" on a stage at the PlayStation NFL Player's Party at Embarcadero Park. Sixteen NFL players participated, including Eddie George, Garrison Hearst and Hardy Nickerson. The field of players gave way to Bob Whitfield (OL, Atlanta Falcons) and Edgar Bennett (RB, Green Bay Packers), who probably had more time to practice due to his season-ending ACL knee injury. The entire game was scoreless, but was decided by Edgar Bennett's late field goal that won the game 3-0.



Morris Chesnut proves that even armchair quarterbacks can excel at playing Madden NFL 98.

Held at the Planet Hollywood in downtown San Diego on the Thursday before the Super Bowl, Electronic Arts' Madden Bowl 98 was presented with panache. Thirty two participants comprised of NFL players and entertainers squared off in the playoff-style tournament. High-profile players such as Garrison Hearst and Herschel Walker were eliminated, setting up a showdown between finalists Kevin Mitchell (TE, N.O. Saints) and actor Morris Chestnut (*Boyz N the Hood*). Mitchell trailed for most of the game, and made the game exciting by taking a 37-34 lead with less than a minute left. Chestnut received the ball, then completed a dramatic 80-yard touchdown reception to win the game 41-37. It marked the first time an entertainer won the Madden Bowl.

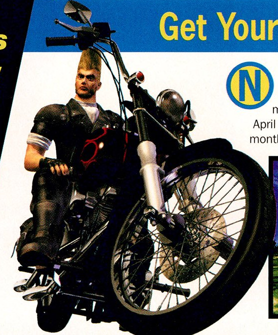
Tidbits

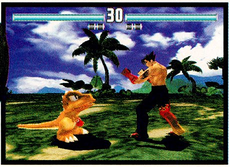
Return to the Colony

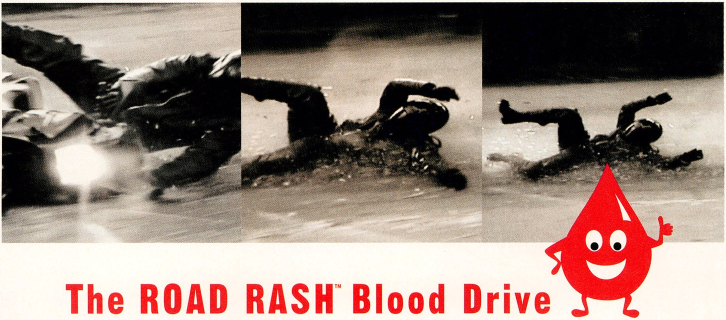
Psygnosis is set to release a sequel to Colony Wars. After achieving critical acclaim and moderate sales figures, the Psygnosis shooter is garnering a sequel. Colony Wars: Vendetta is set to have new missions and possibly updated graphics. The title is scheduled for the later half of this year.

Get Your Iron Fists Ready

Namco has finally announced the release date of its hugely anticipated third installment. Tekken 3 will hit U.S. retail stores on April 30 with the import version hitting a scant month earlier. Reserve your copies now!



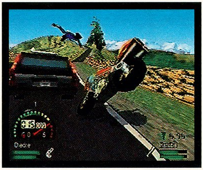




The ROAD RASH™ Blood Drive

"JOIN US IN THE RACE TO GIVE BLOOD."

—Peter Plasma



A wreck like this can save up to six people!

RACING + COMBAT = DONATIONS!

To finish this vital equation, we need your help. By engaging in combat at extremely high speeds, you'll send relief to the people who need it most.

"I'm a quart low."

"Hemoglobin please."

ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

ROAD RASH™ 3D

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation

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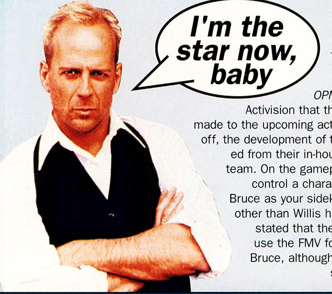
PlayStation News

Troubled Apocalypse


I'm the star now, baby

Activision's title starring Bruce Willis goes through some changes

OPM was recently informed by Activision that there will be some changes made to the upcoming action title Apocalypse. First off, the development of the game has been shifted from their in-house group to an external team. On the gameplay side, you no longer control a character that interacts with Bruce as your sidekick. You play as none other than Willis himself. Activision has stated that they will still be able to use the FMV footage of "sidekick" Bruce, although we expect it to be somewhat altered.

A Simulation and a Sequel

EA announces two new titles

The sequel to the "best racing game of 1997" (according to us) is on its way. Moto Racer 2 will have five new locations with a total of 30 new tracks. One of the most exciting additions is a Four-player Mode (same screen) along with the two-player which was available previously. Rain, snow and fog effects are also some enhancements that will appear in the game. Dark Omen is the other title announced and is a 3-D real-time strategy game. The game is set in the same universe as Warhammer and is scheduled to appear later in the year.

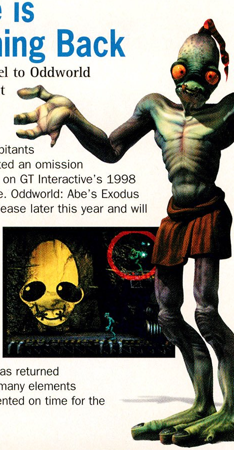
Overheard

Arcade-style GameDay?

SCEA has recently announced that they are preparing an arcade-style football game in the same mold as Midway's NFL Blitz. NFL Extreme is scheduled to hit the PS sometime in July and is said to be incredible. The programming team includes some people who worked on GameDay 98. Look for a full preview next issue.

Abe is Coming Back

The sequel to Oddworld will be out this year



Oddworld inhabitants recently corrected an omission of Abe's sequel on GT Interactive's 1998 release schedule. Oddworld: Abe's Exodus is on track for release later this year and will be a direct sequel to the first game. The game engine will remain the same, but it will be an all-new adventure stated an Oddworld spokesperson. The development team behind the original title has returned and plans to incorporate many elements which couldn't be implemented on time for the first installment.

Big Numbers

3.8 million

Sony Computer Entertainment America has announced that over the fourth quarter of 1997, they have sold an estimated ***3.8 million PlayStation consoles***, 18.4 million pieces of software and 8.4 million peripheral units.

8.7 million

The total sales since initial release now totals over ***8.7 million PlayStation consoles***, 47.3 million software units and 19.8 million peripherals in the U.S. alone.

PlayStation
RESIDENT EVIL 2
CAPCOM

380,000

Capcom has also announced a sales breakthrough with the much-anticipated release of their blockbuster **Resident Evil 2**. In its debut weekend, it has sold over ***380,000 units*** which is more than 60 percent of its initial production. It has already broken domestic records previously held by titles like Final Fantasy VII and Tomb Raider II and is on pace to break even more. Speaking of **Final Fantasy VII**, the worldwide sales figures for Square's monster RPG are now at an impressive **5 million units**.

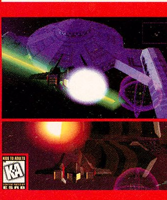
5.0 million

PlayStation
PSYGNOSIS
CRY FREEDOM

Score: 5 out of 5.
"Colony Wars is an exceptional game which deserves a place in anyone's library."
– Official U.S. Playstation Magazine, January '98

"Colony Wars ranks as the best space combat game on the PlayStation."
– GamePro, November '97

"Best Flight Sim/Shooter."
– Ultra Game Players, Holiday '97



COLONY WARS

Blast the chains of slavery straight to Hell. Join the rebellion and fly the hottest ships in the stars. You'll master six unique craft in your quest, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions, success or failure determining a destiny that lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?

EPIC SPACE CONFLICT

PlayStation
COLONY WARS

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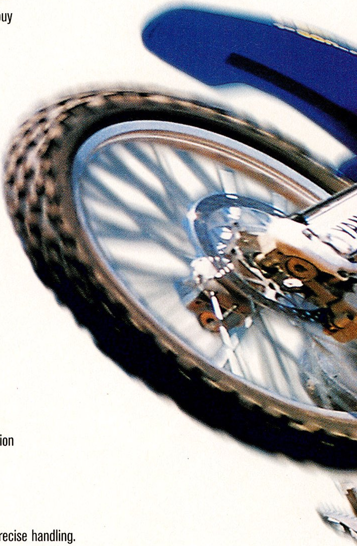
It's Showtime



Compete for Championship Titles

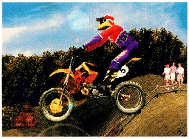
Win big bucks and use the dough to buy upgrades and repairs.

Revolutionary Track Editor

Create and store 30 custom tracks on a single Memory Card with Track Editor.

Death-Defying Moves

Jumps, stunts, hairpin turns, and bone-crushing wipe-outs.



Furious All-Terrain Racing

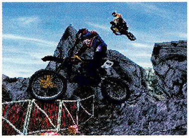
Sand, mud, water, gravel, and ice effect handling and speed.

Race Against a "Ghost Rider"

Compete against a ghost rider simulation of your best time.

Get a Grip

Plug in a Sony Analog Controller for precise handling.



JEREMY MCGRATH SUPER CROSS™ 98

RATING PENDING™
RP
CONTENT RATED BY ESRB

PlayStation™

sweat the details™

BELL
Showtime
1-800-COLLECT
300
Tech Series
YAMAHA

Jeremy "Showtime" McGrath
7-Time AMA Motocross Champion

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Can you identify what's missing from this month's issue? Here's a hint: There's a picture of it somewhere on this page. That's right, the Top 20 will not be seen this month. Because the TRSTS data is assembled on a monthly basis, and our magazine is put out every four weeks, our deadlines shift over the course of a year, and the new data will not be available until after this press deadline. So, rather than reprinting last month's numbers, we decided to add two pages of new stuff. Now don't you feel loved?

The Right Track

Hey *OPM*,

Hey, first of all I would like to say that you are doing a GREAT job with your magazine. I noticed something on your demo disc. I decided to stick one of the demo discs in my CD player one time, and I realized that you had a few music tracks on some of them. I listened to them and liked them, but what I want to know is, do you plan to always have music onyour discs?

Michael Callahan
gotenks@hotmail.com

Michael, we have to admit that we thought you were out of your mind until we popped Disc 3 into the office boom-box and discovered that it does indeed have seven playable tracks on it! The explanation of how these tracks appeared isn't all that mysterious; it's simply the audio tracks from the games on the disc. There are two tracks from Cardinal SYN, one from Jet Moto and three from Star Wars: Masters of Teräs Käsi, as well as the music from the Game Select Screen. Some game discs use "Red Book" audio, which means that the audio streams directly from the disc without compression or computer generation. You might find that other games in your library will do the same thing. Meanwhile, check out our other demo discs (including this month's) for other "hidden" tracks. Thanks for showing us a whole new side of our own discs!

To Mod or Not to Mod?

Dear *OPM*,

I've really enjoyed the first few issues of your magazine. It's in-depth, diverse and well-written. The reviewers are honest and actualy review the GAME, not just give their opinion of it. However, with this month's issue I'm beginning to question your agenda.

On the sixth page your Mission Statement states that you are "independent from SCEA" and are an "autonomous voice that helps readers get more out of their PlayStation..." but your Letters section doesn't reflect that statement. I'm specifically referring to your reply to a letter asking about a modifier chip used to play import software. You told the kid that a modifier chip would "void the warranty and isn't recommended," and that "the best thing you can do is vote for the games you want brought over here." That answer sounds as if you pulled it right out of the SCEA handbook! You don't actually believe lobbying SCEA for the release of more Japanese titles is going to help, do you?

Brian Birdstone
via fax

Actually, yes we do. One of the reasons we're inviting readers to vote for their most-wanted imports is that SCEA has specifically told us that response from PlayStation owners will play a significant role in deciding whether to translate import titles for the U.S. market. Part of our role as a magazine is to communicate reader feedback to SCEA; it helps us all in the end. And as far as a mod chip is concerned...

Dear *OPM*,

I am sending you e-mail because I wanted to point something out to the other PlayStation gamers. About six months ago I went to get my PlayStation converted with this so-called converter chip. At first, it worked fine, but it eventually burned up something inside. I was fortunate enough to have a second PlayStation. What I'm saying is DON'T BUY THIS CHIP. It will mess up a great thing.

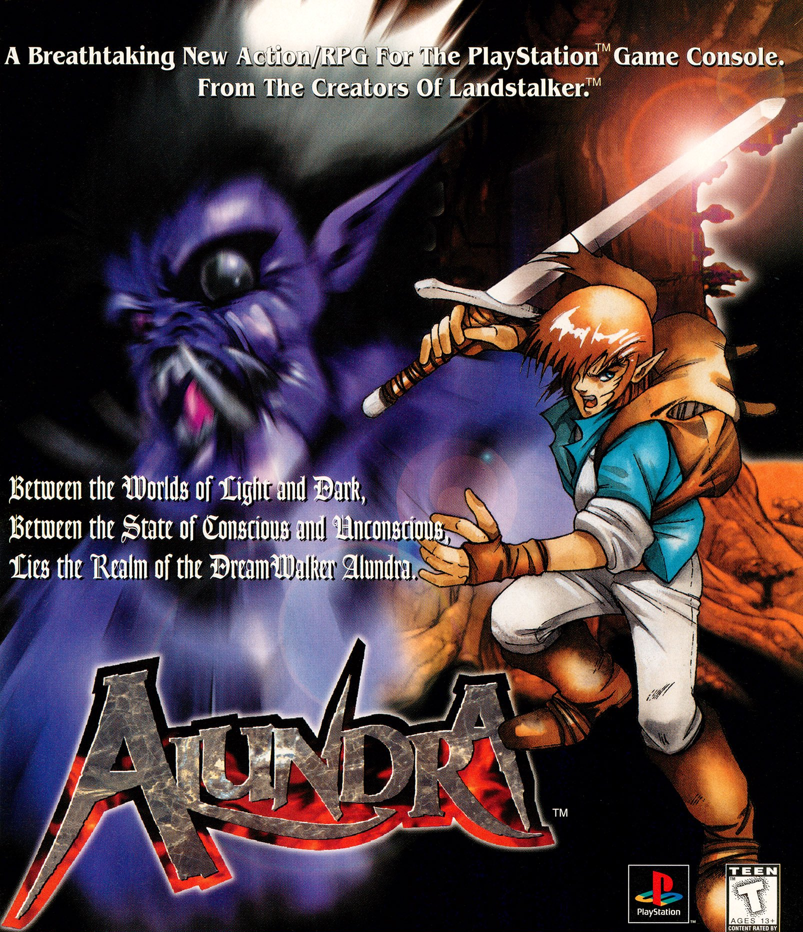
eternalpower@juno.com

This is the reason we don't recommend the mod chip to anyone; firsthand experience has shown us that a modified system has a VERY limited life span. In addition to voiding the warranty, the chip can cause problems to show up even when playing U.S. titles, and in some cases it can burn the system out completely. We can't in good conscience recommend paying $20 to $100 to turn your PlayStation into a doorstop. If you absolutely HAVE to play import titles before they reach the U.S., a Japanese PlayStation is a much safer investment.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out? Let us know!
To get special attention as far as design and content issues go, label your Letters or e-mails with the heading: *PlayStation Magazine* suggestions c/o the *Official U.S. PlayStation Magazine* at the addresses on the next letters page.
We can't wait to hear from you.

A Breathtaking New Action/RPG For The PlayStation™ Game Console. From The Creators Of Landstalker.™



Between the Worlds of Light and Dark,
Between the State of Conscious and Unconscious,
Lies the Realm of the DreamWalker Alundra.

ALUNDRA™

PlayStation™

TEEN
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AGES 13+
CONTENT RATED BY ESRB

WORKING DESIGNS®

Our games go to 11!™

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Combatting wetness, one dream at a time! For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for Game Rating Information.

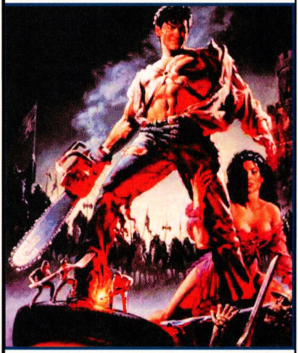
In Issue 4, you wrote that "games from Japan will not run on U.S. systems, and vice versa." Is Vice Versa the European version of the PlayStation? If it's a different version, will your demo CD run on it?
Philip Graf
Osoyoos, BC

No, Vice Versa is the name of the secret PS model under development by Team Converse, a collection of developers traded from Nintendo in the employee exchange program. Our disc will play on the system, but only if you put the controller from Port 1 into Port 2, and...then do the opposite.

"WHO'S LAUGHING NOW?!"

Dear *OPM*,
My all-time favorite B-movie actor, Bruce Campbell (from the *Evil Dead* movies and *Brisco County, Jr.*) did the voice work for Broken Helix, which was about the only reason I bought the game. Well, I heard a rumor that he was going to be the voice of Pitfall Harry in Pitfall 3D. Could you find out about this? I would love to see Bruce doing more voices for games. Thanks for your time. Love the magazine!
A Bruce Campbell fan in Tallahassee, Fla.

We're happy to say that Bruce "Gimme some sugar, baby" Campbell is indeed the voice of the new Pitfall Harry. In fact, you can hear his work on this month's demo disc. Now, if only he'd do another Evil Dead flick...



Defective Discs?

Dear *OPM*,
I have every issue thus far, and I only have one complaint. On almost every disc, there is one game that won't load. On Disc 5 it's Crime Killer, on Disc 3 it's Moto Racer, and on Disc 2 it's Madden 98. Do you know why?
Greg Burosh
South Bend, IN

We checked out each of the games you mentioned on our copies of the discs, and every one seemed to work fine for us. They did have something in common, though: very long load times. Crime Killer, especially, takes so long to load that it seems like the system must have surely locked up. This problem is probably due to the fact that most of the demos are drawn from unfinished versions of the games in order to make them timely. Optimizing the programming code to cut down on load times is often one of the last stages in a game's design cycle. We suggest you try the games again, this time giving them several minutes to load. Hope this helps.

Wait a Minute...

Dear *OPM*,
Could you mention somewhere in the next issue that I run a PlayStation site that is offering free unlimited storage space, plus extras to all PlayStation game sites? The URL is http://psxarea.questgate.net!
Doug Swisher
Reddragon@gagames.com

No.

Romero Rules

Dear *OPM*,
In your January 1998 issue you said that George Romero was directing the Japanese Resident Evil 2 commercial. I wanted to know if there's any way of getting a copy here in the U.S.
Allan Corona
Phoenix, AZ

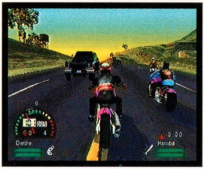
We've talked with SCEA about possibly putting foreign PlayStation commercials on our disc, and that would be a great choice. We're hoping to begin adding some new elements to the disc in the not-too-distant future; other suggestions we've received range from choice memory card data (like 99 of each item and all characters at Level 99 in Final Fantasy VII) to step by step voice-over walkthrough strategies for some of the toughest games. They're all great suggestions, and we're open to anything, so if anyone else has suggestions for nifty extras we can put on our monthly disc, please send 'em in!

The ROAD RASH™ Blood Drive

“LIVE TO RIDE RIDE TO GIVE”

“The average person has 12 pints of blood. We’ll take it!”

—Peter Plasma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Hannibal
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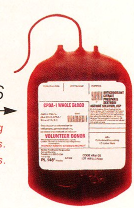
HOW IT WORKS

Use weapons or oncoming traffic to slow fellow racers. And fill our awaiting tanks.


CPDA-1 WHOLE BLOOD
VOLUNTEER DONOR
ANTICOAGULANT CITRATE PHOSPHATE DEXTROSE ADENINE SOLUTION, USP

ROAD RASH™ 3D

It’s a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin’ beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

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ROAD RASH™ 3D

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PlayStation

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Letters

You write us and here we respond

Your chance to speak your piece

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "*OPM* Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

Thai Trouble

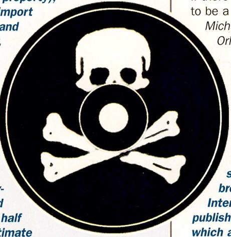
Dear *OPM*,

My friend's dad, who does a lot of travelling, stopped in Thailand to buy my friend a Japanese PlayStation for Christmas. I went to her house on Christmas Day and saw her new imported PlayStation. It was noticeably different, because it came in a green box and had a weird plug that my friend's dad had to buy an American plug converter for. Her PlayStation can play games from overseas like Puzzle Bubble and Gran Turismo, as well as all American games.

I asked her dad how her PlayStation could do that, and he told me that he had it repaired in Thailand where professionals inserted the "chip" that enabled her PlayStation to play import and American games. He said it cost about $16 in U.S. money. And PlayStation games in Thailand cost about $10-15 U.S. This is one reason why she has 18 games right now, all of which were bought in Thailand at one time. Is this legal?

Diana Labnongsang
San Diego, CA

Well, that depends. As far as we know, it's not illegal to modify your PlayStation (it is, after all, your own property), nor is it illegal to import legitimate games and systems. However, Thailand, among other places, has a thriving trade in "pirated" PlayStation software. Unscrupulous vendors willmake CD-R (recordable CD) copies of PlayStation games and then sell them for half the price of a legitimate game or less. This is quite illegal under international copyright laws; doing this would be somewhat similar to duplicating your favorite movie and selling the copies for a profit. In fact, Sony has recently begun pursuing lawsuits against persons involved in the production and trade of this illegal software. So how can you tell the difference between legitimate and pirated games? Just turn the disc over. See, all legitimate PlayStation games are printed on discs which have a black underside. The process of producing these black discs is known only to Sony, so the playing surface of any unauthorized game disc will be the same familar gold color found on regular music CDs. If your friend's discs are gold underneath, they're illegal, period—and they can only be played on a modified unit. We'll go into greater detail about this subject in an upcoming feature on the growing problem of PlayStation piracy.



Poor Deer

Dear *OPM*,

I have been waiting for a deer hunting game for PlayStation. I don't have a computer and that's the only thing they have hunting games for. My friend has a deer hunting game for his computer and it doesn't look impossible to make for the PlayStation. Please write back and tell me if there is a game, or if there is not going to be a hunting game for PlayStation.

Michael Strong
Orland, IN

P.S. I'm saving my money just in case.

We recently got a phone call from a nice woman in Rochelle, Ga., who wanted to know the same thing. We thought it was such an unusual request that we brought it up in a meeting with GT Interactive. It turns out that GT has published a deer hunting game for the PC, which apparently was number one with a bullet (ahem) on the PC charts. Now that GT knows there's an audience for a PlayStation version, they may just decide to translate it.

3 ways to reach us

snail mail:

PlayStation Magazine
1920 Highland Ave.
Lombard, IL 60148

fax:

If you need to reach us now
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e-mail:

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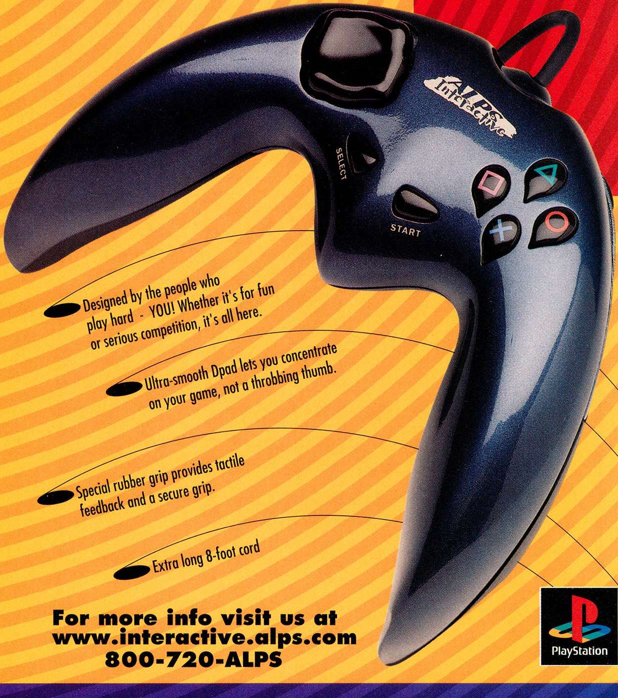
opm@zd.com

POWER and PERFORMANCE

GAMEPAD

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the Playstation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.



- Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.
- Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.
- Special rubber grip provides tactile feedback and a secure grip.
- Extra long 8-foot cord

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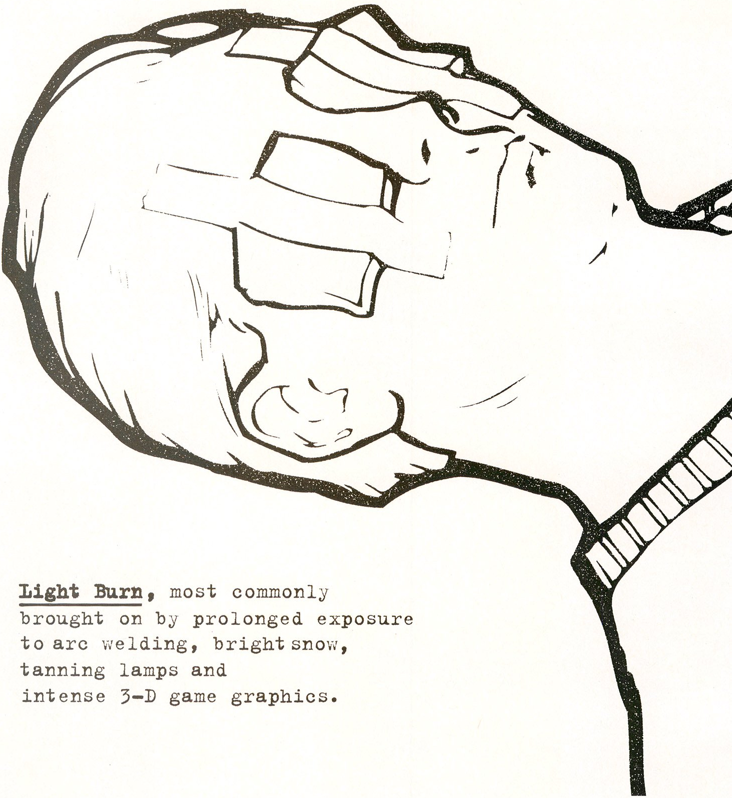
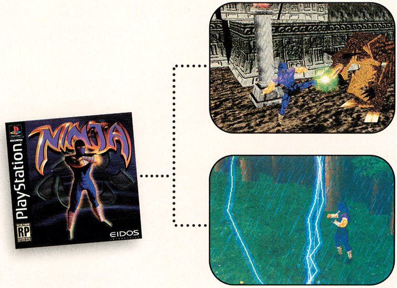


Light Burn, most commonly brought on by prolonged exposure to arc welding, bright snow, tanning lamps and intense 3-D game graphics.

To receive playing tips and reduce your chances of light burn, call the ***Eidos Hint Line (900) 773 - 4367.***

Cost of call $0.95/minute. Must be 18 years or have parent's permission. Touch tone phone required.


PlayStation
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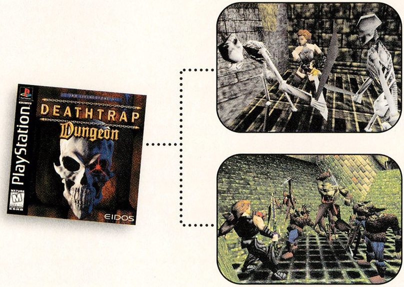
PlayStation
DEATHTRAP
Dungeon
MATURE
M
EIDOS

Light burn. It's the silent injury. Severe pain may not occur until up to six hours after initial exposure to Eidos games like Deathtrap Dungeon and Ninja. At which point, despite all protests, the player must stop playing and be put to rest in a darkened room. Because it's all fun and gameplay until someone loses an eye.

EIDOS
INTERACTIVE

You've been warned.

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PlayStation

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Hot Shots Golf

A golf game that's actually cute?

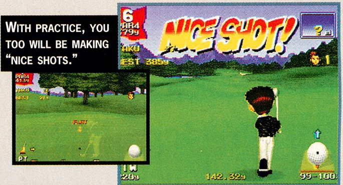
Button	Function
up	camera up
△	camera forward
down	camera down
○	camera backward
left	aim left
□	toggle power
right	aim right
✕	drive/approach shot
R1	change club
L1	change club
R2	check wind
L2	not used

Generally, when one thinks of golf video games, the same basic image springs to mind. Digitized golfers playing on existing courses. The different games eventually tend to look the same and blur together.

Not so with Hot Shots Golf. This game takes a unique spin on the sport of golf by making it, well, cute. Yep, the normal digitized professional players have been replaced with super-deformed anime-style characters.

Cute characters do not mean a sacrifice in gameplay, however. Hot Shots still plays a mean game of golf. Toss some grass into the air to check the wind, pick your club and swing away. You can even adjust the camera angle to get the best view of your shot. Then, check out how your golfer runs over to where the ball lies. Adorable!

Even if "cute" games aren't your bag, Hot Shots Golf still plays like the pros.



WITH PRACTICE, YOU TOO WILL BE MAKING "NICE SHOTS."

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Golf	1-4	95%	Now	SCEA	Camelot

WCW Nitro

Snap into T*HQ's latest slam-fest

Button	Function
up	move up
△	chop/leg drop
down	move down
○	pin/exit ring
left	move left
□	punch/elbow drop
right	move right
✕	kick/knee drop
R1	dodge
L1	block
R2	not used
L2	taunt

Oh, yeah! After T*HQ's incredible success with their game, WCW vs. the World, it seemed that a sequel would be the next logical step.

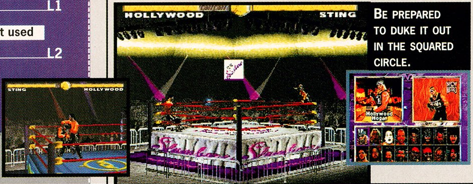
Well, wrestling fans, your prayers have been answered with WCW Nitro, the latest brawler featuring the heroes of the WCW as well as the bad boys of the NWO (the evil counterpart to the WCW).

In this demo, you can choose to play as good guy Sting or as Hulk Hogan, who has turned to the dark side of wrestling and now prefers to be called "Hollywood" Hogan.

When you hop into the ring, you will be able to pull off a wide variety of moves ranging from simple punches and kicks to more elaborate moves such as piledrivers and body slams. Look for a few of the wrestlers' trademark moves as well. If you're feeling frisky, try throwing your opponent out of the ring and continuing to fight out there, just like it's done in real life.

Keep in mind that this demo is only a taste of what the full game has in store. Multiple wrestlers, tons of hidden characters (including Santa Claus!) and the option to have other wrestlers randomly run into the ring to disrupt the current match.

Wrestling fans everywhere will get a kick (as well as a punch and a flying elbow drop) out of WCW Nitro.



BE PREPARED TO DUKE IT OUT IN THE SQUARED CIRCLE.

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Wrestling	1 or 2	100%	Now	T*HQ	T*HQ

IN THE FUTURE, MACHINES WILL NOT BE USER-FRIENDLY.
SHADOW MASTER
PlayStation
TEEN
JAE LEE AND LIQUID!

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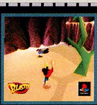
Immerse yourself in seven unbelievable fantasy worlds and take on a marrauding metallic battalion of mechanized death machines with your weapon-packed, futuristic assault vehicle. The Shadow Master, an evil overlord, has gone completely mad, and he will stop at nothing less than total genocide of anything organic. Through 16 punishing levels, and an endless barrage of spectacular explosive firepower and amazing lighting effects, you must track the Shadow Master down and make scrap metal of him and his lethal robotic creatures. ***Shadow Master, the ultimate fantasy shooter.***

PSYGNOSIS

PC CD ROM

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation



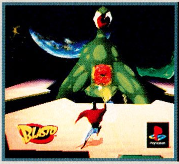
Blasto

The wise-cracking space hero arrives

It's been a long time coming, but Blasto is getting closer to completion. The loud-mouthed hero is almost ready to hit the PlayStation.

This demo lets you see even more of Blasto's exploits as he travels across full 3-D alien worlds, blasting bad guys and generally saving the day.

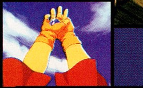
You won't want to miss Phil "I'm actor Troy McClure" Hartman as the voice of our hero. He'll be giving his unique and humorous commentary throughout the game. Look out, 'cause Blasto's coming.



Blasto faces many strange aliens in his first adventure.

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	90%	Now	SCEA	SISA



Granstream Saga

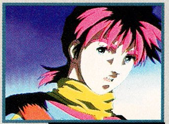
Another RPG for American gamers

Well, it looks as though Americans really do enjoy role-playing games. After the success of such games as Wild Arms, Final Fantasy Tactics and the blockbuster Final Fantasy VII, it seems as though RPGs are finally gaining more popularity among the mainstream gaming audience.

T*HQ has decided to take advantage of this fact and is bringing the hit Japanese RPG Granstream Saga out in the States. RPG addicts will no doubt want to check out this demo which gives a brief look at what makes this game so nice.

The game features real-time combat between polygonal characters, making it more action-oriented than the likes of Final Fantasy VII.

Another highlight is the gorgeous Japanese animation that tells the story of the game.



Granstream Saga features a lot of high quality anime.

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RPG	1	90%	June	T*HQ	Shade

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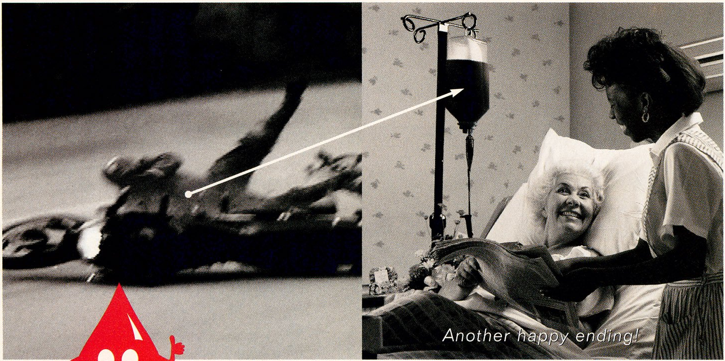
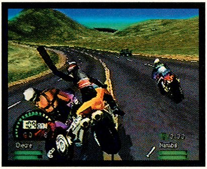

Another happy ending!

The ROAD RASH™ Blood Drive

"IT'S WORKING!"

—Peter Plasma

SMILES APPEAR *when our donors mix motorcycles with combat. This high-speed clubbing yielded four gallons. A record!*



ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

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PlayStation

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Pitfall 3D

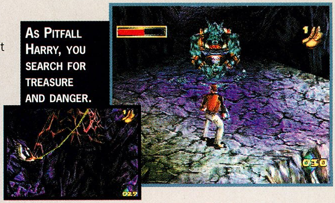
A classic game reborn for 32-Bit

up	move up
not used	△
down	move down
power-up	○
left	move left
attack	☐
right	move right
jump	✕
R1	crouch
display health	L1
R2	not used
not used	L2

Back in the days before CD-ROM and full 3-D environments, one of the most popular video games out there was Pitfall for the Atari 2600. We have already seen an updated Pitfall game on the 16-Bit systems, but now, Activision is bringing Pitfall into the realm of 3-D on the PlayStation.

Pitfall 3D retains the feel of the classic side-scroller, only now with much nicer graphics, tons of new moves and full 3-D movement.

All the old elements are here: vines to swing on, gold bars to collect, gaping pits that open and close. Heck, even the scorpions are back, and they're a lot meaner.



AS PITFALL HARRY, YOU SEARCH FOR TREASURE AND DANGER.

Another cool feature is the addition of *Evil Dead* star, Bruce Campbell providing the voice of Pitfall Harry. His cocky comments throughout the game will give you a reason to laugh as you get pummeled.

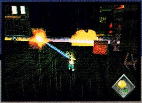
STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Adventure	1	95%	Now	Activision	Activision

ONE

This is "one" action-packed game

up	move up
lock and fire	△
down	move down
physical attack	○
left	move left
fire	☐
right	move right
jump	✕
R1	crouch
not used	L1
R2	switch weapon
zoom camera	L2



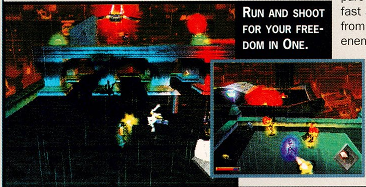
Gamers looking for a fast-paced action game need look no farther than One. Anyone who is a fan of shooting games such as Contra will feel right at home here.

In One, you control John Cain, a poor sap who has a gun mysteriously attached to where one of his arms used to be. He is forced to fight his way through a hostile alien world in an attempt to find out exactly why he's in the situation that he's in.

One of the most innovative features in the game is the Rage Meter. This meter, located at the bottom-right corner of the screen, acts as both John's weapon strength and health meter. As you destroy things in the game (people, objects, buildings, whatever), the Rage Meter goes up. This will help power-up your weapon to the maximum level. As you take damage, the Rage Meter (as well as your weapon strength) goes down. Drain the Meter, and you die.

This demo throws you right into level two of One (is this getting confusing?). Be prepared, because the action comes fast and furious. You'll be jumping from rooftop to rooftop, blowing up enemy soldiers, barriers, even giant billboards. If you're really careful, you may find the hidden flamethrower weapon that you can use to toast your evil tormentors.

If you enjoy this level, plenty more await you in the full version of One.



RUN AND SHOOT FOR YOUR FREEDOM IN ONE.

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	100%	Now	ASC	Visual Concepts

IN THIS CITY, THERE IS NO RUNAWAY CRIME RATE...

...BECAUSE NOTHING OUTRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.

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PlayStation

Designed for Microsoft® Windows®95

Developed by:
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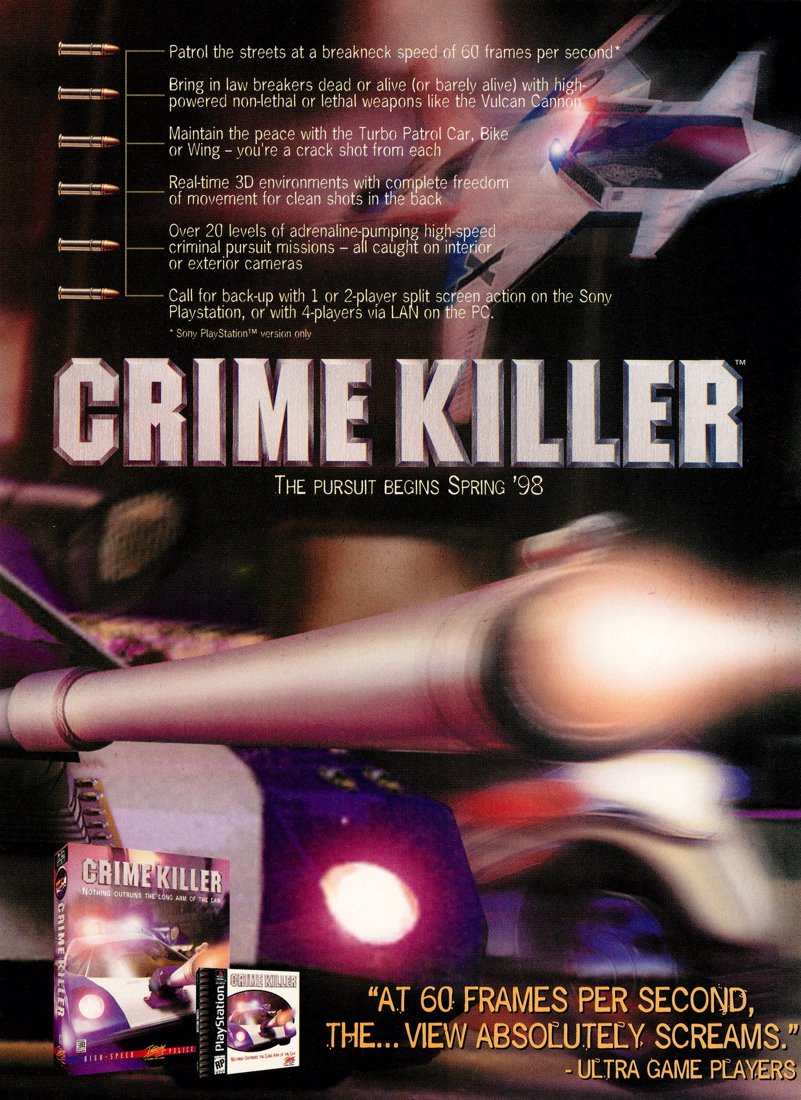

CRIME KILLER
Nothing outruns the long arm of the law
CRIME KILLER
High-speed police
CRIME KILLER
PlayStation
Nothing outruns the long arm of the law

- Patrol the streets at a breakneck speed of 60 frames per second*
- Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon
- Maintain the peace with the Turbo Patrol Car, Bike or Wing – you're a crack shot from each
- Real-time 3D environments with complete freedom of movement for clean shots in the back
- Over 20 levels of adrenaline-pumping high-speed criminal pursuit missions – all caught on interior or exterior cameras
- Call for back-up with 1 or 2-player split screen action on the Sony Playstation, or with 4-players via LAN on the PC.

* Sony PlayStation™ version only

CRIME KILLER™

THE PURSUIT BEGINS SPRING '98

"AT 60 FRAMES PER SECOND,
THE... VIEW ABSOLUTELY SCREAMS."
- ULTRA GAME PLAYERS

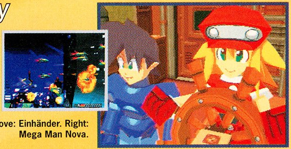
Coming Soon

This Month

Batman & Robin	Acclaim	Action/Adventure
Blast Radius	Psygnosis	Shooter
Breath of Fire III	Capcom	RPG
Crime Killer	Interplay	Action
Elemental Gearbolt	Working Designs	Shooter
Forsaken	Acclaim	Action
Grand Theft Auto	ASC Games	Action
Jeremy McGrath Supercross	Acclaim	Racing
Master of Monsters	ASCII	Strategy/RPG
MLB 99	SCEA	Baseball
Point Blank	Namco	Light Gun Shooter
San Francisco Rush	Midway	Racing
Tactics Ogre	Atlus	Strategy
Tekken 3	Namco	Fighting
Theme Hospital	Electronic Arts	Strategy
VR Baseball 99	Interplay	Baseball
VR Sports Powerboat Racing	Interplay	Racing
Warhammer II: Dark Omen	Electronic Arts	Strategy

Above: Breath of Fire III. Left: Point Blank.

May

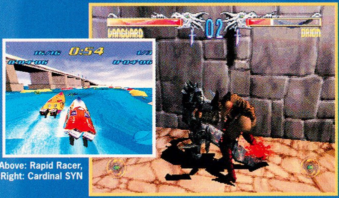


Above: Einhänder. Right: Mega Man Nova.

Azure Dreams	Konami	RPG
C	Konami	Action
Einhänder	SCEA	Shooter
Granstream Saga	T*HQ	RPG
Mega Man Nova	Capcom	Action/Adventure
Power Soccer 2	Psygnosis	Soccer
Vigilante 8	Activision	Action
WarGames	MGM Interactive	Strategy
X-Men vs. Street Fighter	Capcom	Fighting

Future Releases

Agent Armstrong	GT Interactive	Action
Alien Resurrection	Fox Interactive	Action/Adventure
Bass Masters Classic: PE	T*HQ	Fishing
Blasto	SCEA	Action/Adventure
Carom Shot	ASCII	Billiards
Cardinal SYN	SCEA	Fighting
Deception II	Tecmo	Strategy
Exodus	SCEA	Action
Fifth Element	Kalisto	Action/Adventure
Fly by Wire	Shiny Entertainment	Flight Simulation
Gran Turismo	SCEA	Racing
HardBall 6	Accolade	Baseball
Heart of Darkness	Interplay	Adventure
Hot Shots Golf	SCEA	Golf
Judge Dredd	Gremlin	Light Gun Shooter
Master of Monsters	ASCII	Strategy/RPG
MediEvil	SCEA	Action/Adventure
Men in Black	Gremlin	Action/Adventure
Messiah	Shiny Entertainment	Action/Adventure
Metal Gear Solid	Konami	Action/Adventure
Mortal Kombat 4	Midway	Fighting
Moto Racer 2	Electronic Arts	Racing
NFL Blitz	Midway	Football
Parasite Eve	Squaresoft	Action/Adventure
Populous: The Third Coming	Electronic Arts	Strategy
Psybadek	Psygnosis	Snowboarding
Rapid Racer	SCEA	Racing
Return Fire II	MGM Interactive	Action/Strategy
Salvation	Psygnosis	Action
Silhouette Mirage	Working Designs	Action
Super Bowl	Tecmo	Football
Tomorrow Never Dies	MGM Interactive	Action/Adventure
Tomba	SCEA	Platform/Adventure
WWF Warzone	Acclaim	Wrestling
Z-Axis Soccer	Z-Axis	Soccer

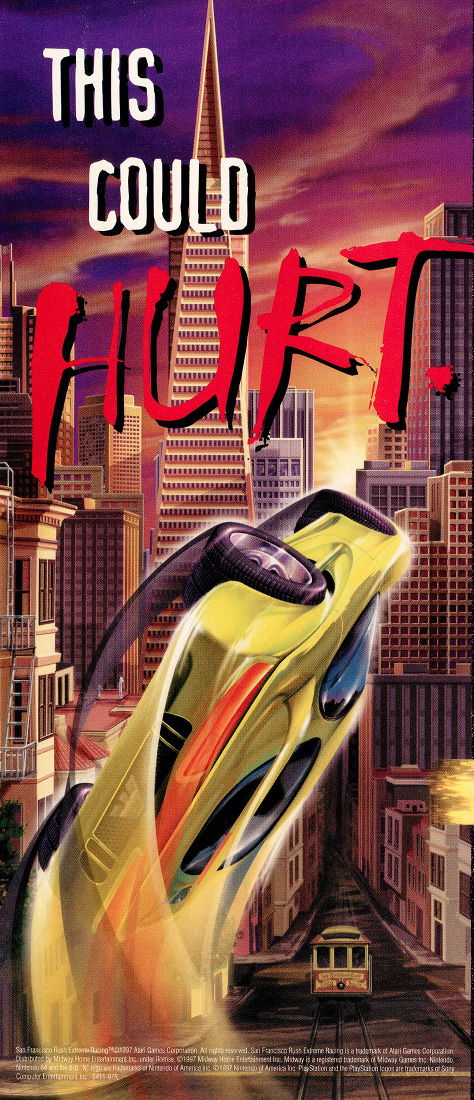


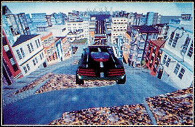
Above: Rapid Racer, Right: Cardinal SYN

LAP
2/2 5th
Total Time
2:40:866
Lap Time
1:35:775
1:05:091
Total Record
28:16
3
115
km/h

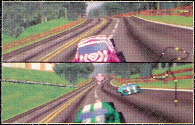
Left: Gran Turismo. Above: Tomba.

All release dates are tentative and subject to change. More information on all *Future Releases* will be given as it becomes available.

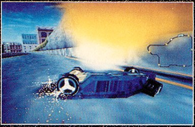




Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street -- famous for its many curves.



Should you slow down? Or push the pedal? We suggest you nail it. Because you're in San Francisco Rush, the most awesome racing game to ever come home. There are shortcuts. Hidden keys to help you find cool cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.



SAN FRANCISCO RUSH™ EXTREME RACING

"What makes San Francisco Rush a great game is its pure, raw, unadulterated fun."
Ultra Gameplayers

"San Francisco Rush is a game that's all about air. Not hot air...but real air."
Game Informer Magazine

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CD-ROM

NINTENDO64

PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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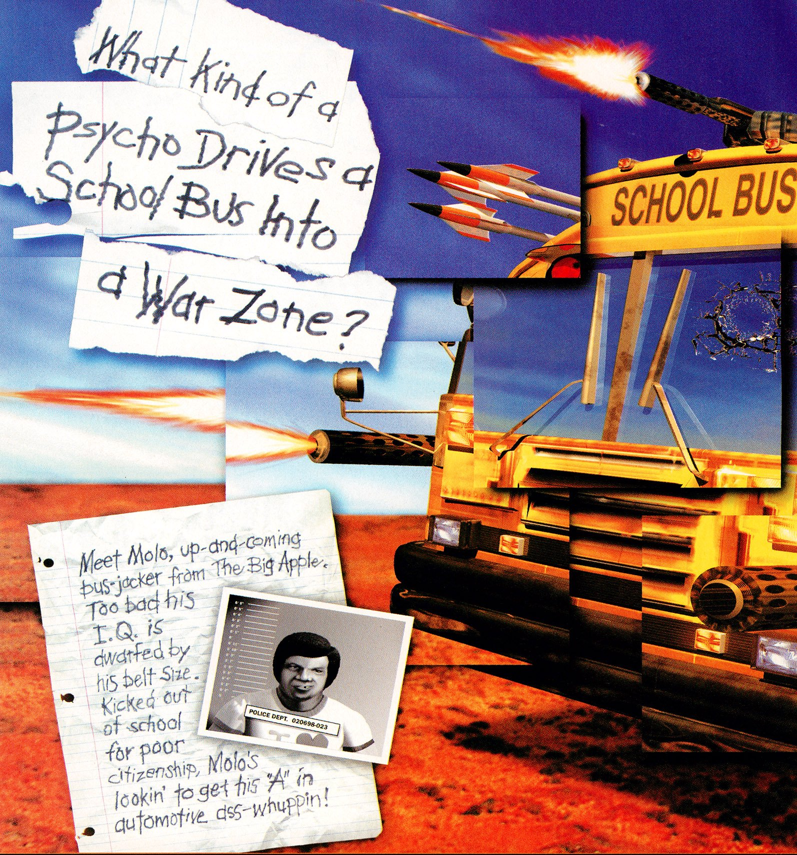
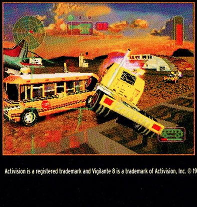

What Kind of a Psycho Drives a School Bus Into a War Zone?
SCHOOL BUS
POLICE DEPT. 020698-023

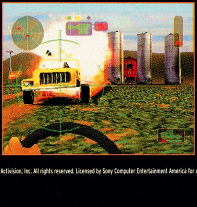
Meet Molo, up-and-coming bus-jacker from The Big Apple. Too bad his I.Q. is dwarfed by his belt size. Kicked out of school for poor citizenship, Molo's lookin' to get his "A" in automotive ass-whuppin!

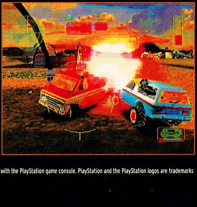
PlayStation™

RATING PENDING
RP
CONTENT RATED BY
ESRB

Luxoflux







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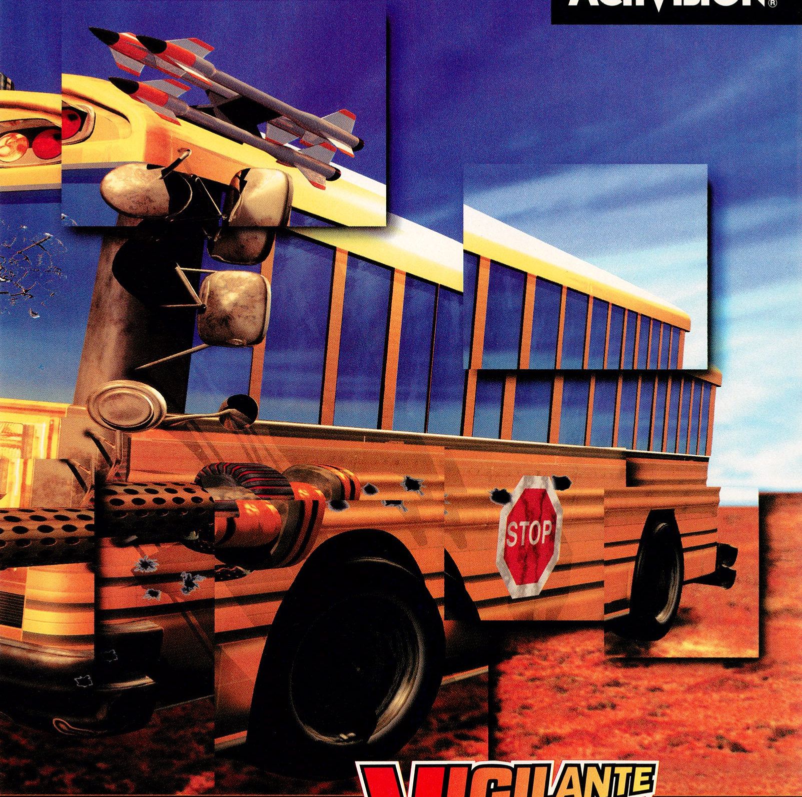

VIGILANTE V8™

- Eight Battle-Anywhere, Fully Destructible Arenas
- Eight Character-Based Muscle Cars, Trucks and More
- Over-the-Top Weapons and Attack Moves
- Unprecedented 3-D Graphics and Effects
- Two-Player Split-Screen Auto Combat
- Behind-the-Wheel or Behind-the-Car Views

So Much Power
It's Crazy.

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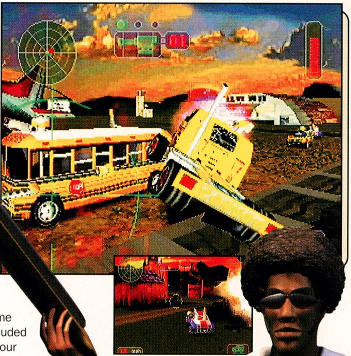
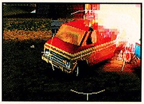
Vigilante 8

Muscle car mayhem from Activision

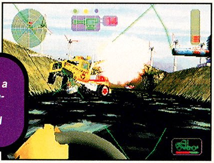
Vigilante 8 is NOT the sequel to Activision's PC hit Interstate '76, nor is it a knock–off of SCEA's wildly successful Twisted Metal series. These two facts immediately became apparent when OPM recently spoke with Adrian Stephens and Peter Morawiec, Vigilante 8's lead programmer and lead designer. "There's been some confusion in the press as to whether it's supposed to be a conversion [of I-76]," explains the eminently patient Adrian. "It isn't. Originally, it was going to be more related, but the plan changed really quickly. Within the first month of the project, we decided to go a totally different route." As for any similarities to Twisted Metal, Adrian had this to say: "Where there are similarities, they were inevitable similarities forced by the genre. There was a conscious decision not to look [too closely] at Twisted Metal, because [we] don't want to be too influenced by what they did."

So if Vigilante 8 isn't Interstate '76, and it's not Twisted Metal, then what is it, exactly? If you saw the non-playable demo of the game included on our February demo disc, you probably were able to determine V-8 is a vehicular combat game set in the American Southwest. Having recently received a synopsis of the game's back story, we now have a better understanding of the world of Vigilante 8. Like Interstate '76, Vigilante 8 is set in an alternate universe during their equivalent of the '70s.





Each vehicle has several different levels of damage, each of which affects the vehicle's handling and appearance differently.



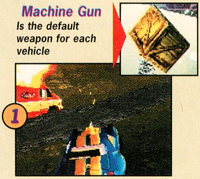
When playing Vigilante 8, players may chose either a chase car or a behind-the-wheel point of view. When damaged, your windshield can become cracked.

THE COLOR SCHEMES BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

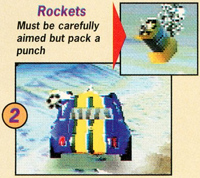
- Action/Adventure
- Fighting
- Sports
- RPG
- Puzzle/Strategy
- Platform

ARMAMENTS

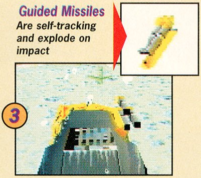
Machine Gun
Is the default weapon for each vehicle



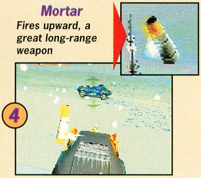
Rockets
Must be carefully aimed but pack a punch



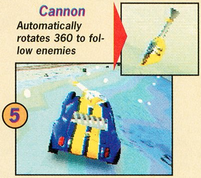
Guided Missiles
Are self-tracking and explode on impact



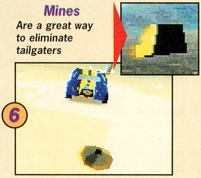
Mortar
Fires upward, a great long-range weapon



Cannon
Automatically rotates 360 to follow enemies



Mines
Are a great way to eliminate tailgaters

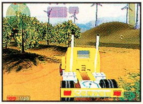


A foreign oil consortium has a stranglehold on the world's supply of gasoline. While all other nations quickly fall in line and agree to pay the consortium's exorbitant prices, the U.S. stands firm in its opposition. As punishment, the consortium cuts off America's oil supply, sending the country into economic and social chaos. Police and military forces are dispatched to the nation's cities, the first to feel the effects of the embargo. In an effort to hasten the U.S.'s demise, the oil conglomerate hires a man named Sid Burn, "the best terrorist money can buy." Realizing the nation's defenses are centralized in the cities, Sid instead targets the oil refineries and commercial centers of the Southwest. Unfortunately for Sid and his band of mercenaries, collectively known as the Coyotes, the locals aren't about to lie down and admit defeat. Led by a wily old trucker named Convoy, a resistance group known only as the Vigilantes take matters into their own hands and engage the Coyotes in vehicular combat. Surprised by the Vigilantes' tenacity, Sid decides to raid a mysterious military installation, Site 4, where government scientists reportedly have developed powerful new weapons by reverse engineering alien technology. The Coyotes quickly overwhelm Site 4's meager defenses only to be caught off guard by the Vigilantes, who quickly arrive and attempt to foil the Coyote's heist. The battle stalemates, and both gangs flee with a cache of high-tech weaponry. How will the new weapons affect the war between the Coyotes and the Vigilantes? Will the U.S. collapse into total anarchy? That is where you come in...

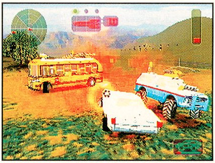
When playing in Quest Mode, the player begins by siding with either the Coyotes or the Vigilantes. After choosing from a dozen colorful drivers, each with his/her own vehicle and Special Attack, the player progresses through a sequence of four intense missions. Vigilante 8 contains 12 unique battlefields, including a Spanish mission, an oil field, a ski resort and an aircraft graveyard among others. You can even fight atop Hoover Dam! Complete V-8's Quest Mode, and the fate of your character is revealed a la Twisted Metal. V-8 also has an Arcade Mode and an addictive Two-player Head-to-Head Mode.

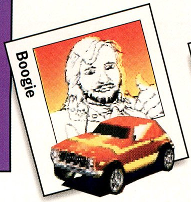
While PlayStation already is home to a number of excellent vehicular

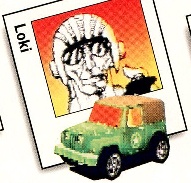
Continued on page 44

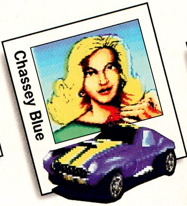


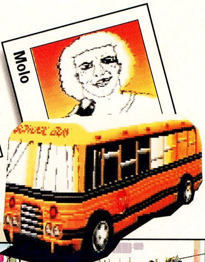
The vehicles handle differently depending on their size, weight and other such individual attributes.





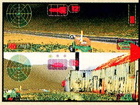


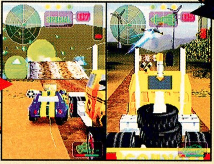




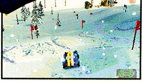
View To A Kill

In addition to Quest Mode and Arcade Mode, V-8 also has an addictive Two-player Head-to-Head Mode. The screen may be divided either horizontally or vertically according to the player preference. Luxoflux reportedly is considering adding a Two-player Cooperative Mode.





Views may be changed on-the-fly.



Tired of fighting? Relax by racing the slalom at the ski resort. Watch those moguls, though, or you may end up airborne.

Vigilante 8 continued

combat games, Vigilante 8 looks as though it will set a new standard for the genre, thanks to its numerous technical and gameplay innovations. Handling the development chores for Activision is Luxoflux, a year-old company conveniently located across the street from Activision's new Santa Monica office. "They moved to be closer to us," quips one Luxoflux employee who shall remain nameless. So why would Activision, the oldest third-party publisher in the business, select such a young and relatively unproven developer for Vigilante 8? While Luxoflux may be only 1 year old, their designers have a wealth of industry experience. Adrian and Peter, who also double as president and chief financial officer of Luxoflux, met while working at Sega, where they created the innovative Comix Zone for Genesis. Also while at Sega, Peter was entrusted with Sonic Spinball, which starred everybody's favorite spiky blue mascot. Luxoflux 3-D artist Dave Goodrich worked on Treasures of the Deep and the forthcoming Bond opus Tomorrow Never Dies during his stint at Black Ops, while art director Jeremy Engleman lent his visual artistry to Riven: The Sequel to Myst.

In contrast to Twisted Metal, Vigilante 8's vehicles have physics models as complex as any arcade racer. As Adrian explains, "Each car has four-wheel, independent suspension. Additionally, every weapon that you fire [produces] a recoil. The car will sort of crouch down on its wheels because of the force being applied by the mortar or whatever." Any vehicle unlucky enough to be on the receiving end of one of your shells can sustain damage to one of its multiple body segments. "The cars are actually segmented," elaborates Adrian, "so that different parts of the body can take damage to different degrees. So, for instance, you can have a dented hood, but the back is fine." As if all of this weren't sufficiently taxing on the PlayStation's CPU, virtually every on-screen structure—billboards, trees, oil tanks, ski lifts, etc.—can be destroyed. "All the objects in the levels have totally over-the-top explosions associated with them. That's a departure from a lot of games,

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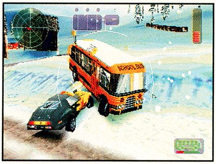

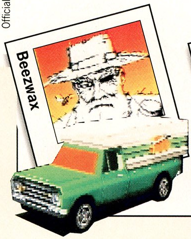

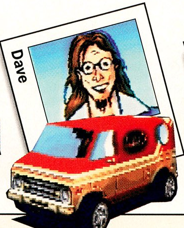

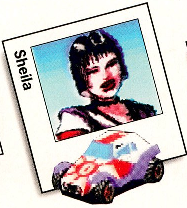

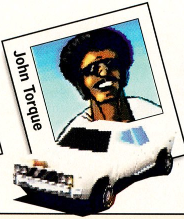

PlayStation
NTSC U/C
BROKEN SWORD
THE SHADOW OF THE TEMPLARS
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
THQ

"YOU CAN'T HELP BUT GET DRAWN INTO THE COMPLEX AND TWISTING PLOT." — "8 OUT OF 10," EGM

"...I MIGHT GO AS FAR AS TO CALL IT BRILLIANT!" — "4 OUT OF 5," OPM

"EXCEEDINGLY WELL-WRITTEN!" — "90%," PS EXTREME

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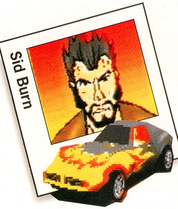
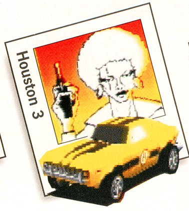
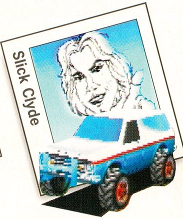
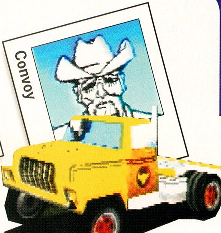
PAST MEETS PRESENT IN A GRAPHIC ADVENTURE OF INTERNATIONAL INTRIGUE, ANCIENT SECRETS AND A RUTHLESS PLOT TO RESHAPE THE WORLD!

PlayStation
THQ INC.









Vigilante 8 continued

which have relatively static worlds. It's just a lot of fun to blow everything up," Adrian exclaims. "There are gameplay elements associated with it, too, because you can hide things inside buildings. There are barriers that you can drive through. There are things you can jump over. You can shoot [a structure] while another car is on top of it, and it'll fall down. So, it just gives you a much more realistic environment to interact with."

Vigilante 8 also has an innovative weapon acquisition and salvage system unlike anything you've seen before. As Peter explains, "In most games, the weapons are very abstract; you pick up icons and shoot from some [unseen place] underneath your hood. In Vigilante 8, you can see every weapon you pick up mount onto your car. Also, there are situations where by being rammed or by picking up too many weapons, you can lose weapons. The weapons will drop off and become available to be picked up [by an opponent] for a limited period. So, we have this concept of weapon salvage in the game that hopefully provides for more depth than most games out there. Plus, it's great fun to steal weapons from the other guy."

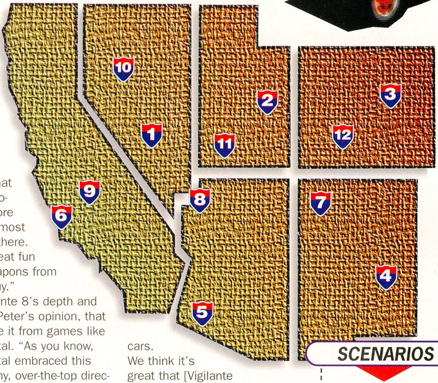
It is Vigilante 8's depth and realism, in Peter's opinion, that will separate it from games like Twisted Metal. "As you know, Twisted Metal embraced this very cartoony, over-the-top direction whereas we tried to go for a much more realistic approach. So, it really feels very different, in our opinion."

The '70s theme further adds to the game's unique feel. Although Luxoflux basically inherited this theme from I-76, they quickly came to like it. As Peter enthuses, "I think it's great that the game has its own character, its own theme. Typically, [developers] create all sorts of strange, made-up cars. We think it's great that [Vigilante 8's] cars are inspired by actual makes and models that were out there."

While the '70s theme was inherited from I-76, the futuristic weapons were Luxoflux's invention. "We wanted an element in there that would allow us to introduce more spectacular weapons," Peter explains, "so we invented the story where the evil gang raids a military facility sort of like Area 51."

Vigilante 8's screen-filling explosions, weapon acquisition system and sharp graphics are almost guaranteed to make the game a hit with fans of vehicular combat. Look for a review of V-8 in an upcoming issue of OPM.

Ahhhh, the obligatory PlayStation lens flare. Vigilante 8 is packed with numerous other visual effects.



SCENARIOS

1. *Secret Base*
2. *Sand Factory*
3. *Stunt Track*
4. *Oil Fields*
5. *Aircraft Graveyard*
6. *Spanish Mission*
7. *Wild West World*
8. *Hoover Dam*
9. *Valley Farms*
10. *Casino City*
11. *Canyon Lands*
12. *Ski Resort*

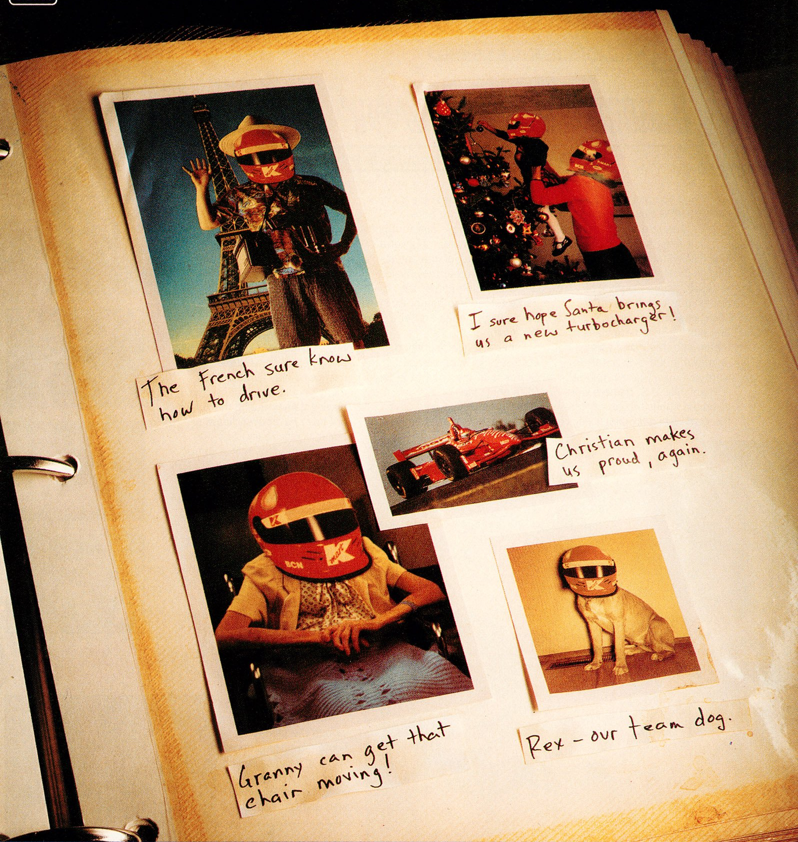
In addition to Vigilante 8's 12 standard war zones, the game is said to contain a hidden arena or two, although we presently are unable to confirm this. We also hear there may be a way to play as the game's Bosses.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1 or 2	90%	May	Activision	Luxoflux

PSYGNOSIS

A game developed by people with racing in their blood.


The French sure know how to drive.
I sure hope Santa brings us a new turbocharger!
Christian makes us proud, again.
Granny can get that chair moving!
Rex - our team dog.

Introducing the only game designed with the help of America's favorite racing family. Newman/Haas Racing. ***Welcome to the family.***

EVERYONE
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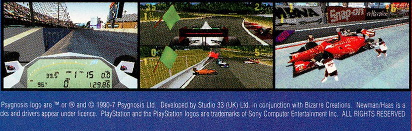
CONTENT RATED BY ESRB

PlayStation



NEWMAN HAAS RACING

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Lunar: Silver Star Story

The classic RPG adventure is reborn

If you are a hardcore RPG fanatic, then you have no doubt played or at least heard of Lunar: The Silver Star. Lunar began its life, as most video games do, in Japan, where Game Arts released it for the Sega CD. The game enjoyed great success and quickly became a classic. Meanwhile, the game was all but unknown in the U.S. as RPGs were still a very small market.

Thankfully, U.S. gamers were given the chance to experience the game when Working Designs decided to translate the game and release it over here.

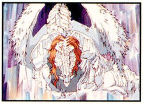
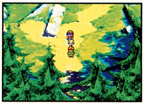
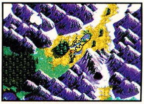
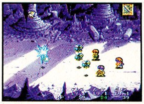
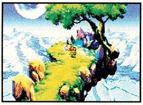
Those who have played it know that Lunar featured an involved plot and a cast of characters so developed that they rivaled any Squaresoft game. The game turned into one of the best-selling games for Sega's CD add-on.

Lunar's sequel, subtitled Eternal Blue, was released in the States near the end of the Sega CD's short life. To this day, many gamers have held onto their Sega CD units just to be able to play the Lunar games.

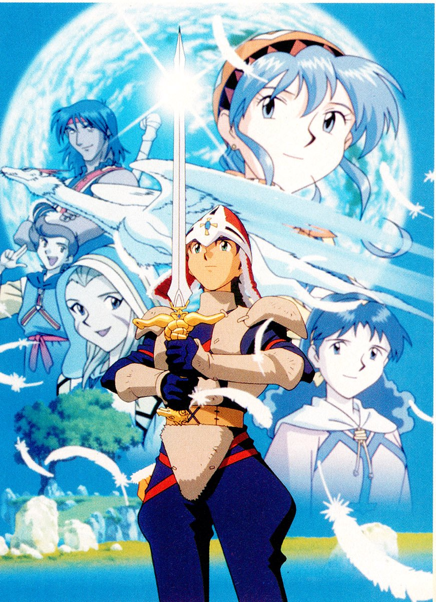
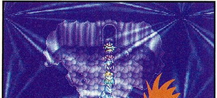
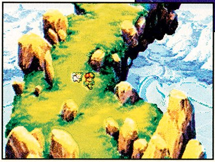
The only problem is, since the Sega CD audience was so small, many people have never had the chance to play Lunar. In fact, many people who just started playing games during the 32-Bit era have never even heard of Lunar. A pity, really.

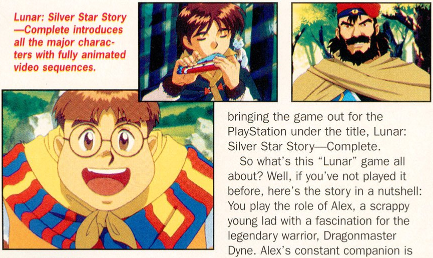
Things started to look better when Game Arts released an updated version of Lunar over in Japan for the Sega Saturn. Entitled Lunar: Silver Star Story, this game was a sort of director's cut of Lunar. No, it didn't feature extra scenes of zombies devouring people or anything like that. Instead, it was filled with extra video scenes and sub-quests that had to be cut from the original game. Of course, Working Designs, one of the Saturn's most supportive third-party companies at the time, would have to bring it out. Wouldn't they?

Well, that was indeed the plan for some time. However, Working Designs recently cancelled their plans for a Saturn version and are instead

The detailed backgrounds are reminiscent of a little game known as FFVII.



Lunar: Silver Star Story—Complete introduces all the major characters with fully animated video sequences.

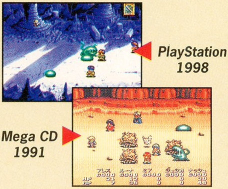
bringing the game out for the PlayStation under the title, Lunar: Silver Star Story—Complete.

So what's this "Lunar" game all about? Well, if you've not played it before, here's the story in a nutshell: You play the role of Alex, a scrappy young lad with a fascination for the legendary warrior, Dragonmaster Dyne. Alex's constant companion is the wise-cracking baby dragon, Nall, who resembles a flying cat. Alex and his portly pal Ramus embark on an adventure searching for treasure.

Along the way, Alex and Ramus meet up with several other people who join their party. Of course, not everyone they meet is friendly. They also encounter Ghaleon, a power-hungry sorcerer who wishes to harness the power of the magical city of Vane to take over the world. Can Alex and his friends save the day? What will become of Vane? How does this Dragonmaster Dyne fit into this whole story? These are just a few of the many questions that will be brought up and answered during the game.

Anyone who is a fan of RPGs owes it to themselves to play Lunar: Silver Star Story—Complete. While not as visually exciting as Final Fantasy VII, the characters and story stand up strongly against it. It's a gaming experience you won't soon forget.

PS vs. Sega CD

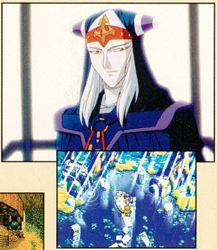


So let's say that you're one of the lucky people who have played through Lunar on the Sega CD. Why would you want to play the same game again? Well, my friend, if you've just played it on Sega CD, you're only seeing part of the game.

Complete features a ton of new features including better graphics, new music and extra sub-quests and plots.

There are also over 45 minutes of theater-quality animation at key points in the game.

So even if you've played it before, check out Lunar on PlayStation. Then you'll see what Game Arts wanted you to play.



It was great on Sega CD, but Lunar really shines on the PS.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RPG	1	60%	August	Working D.	Game Arts

A Mysterious Power...
An Unlikely Hero...
A Classic Adventure.

LizardMn
LizrdPet
Garr AP 2 HP 104
Ryu AP 60 HP 87
Peco AP 21 HP 59

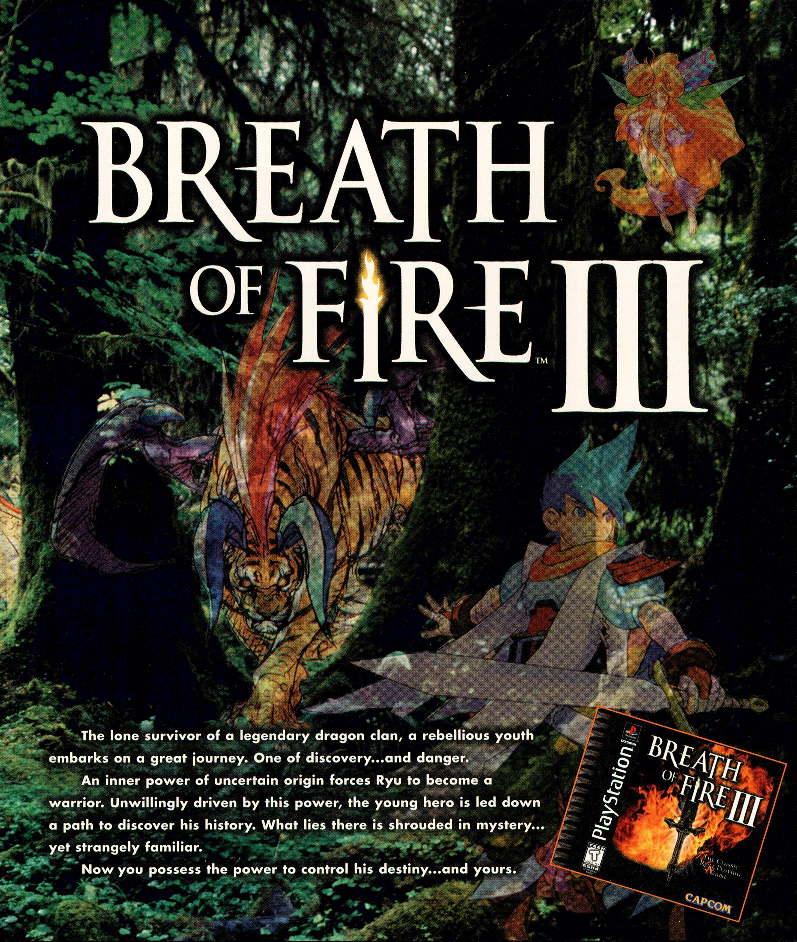
Unleash the power of *Fire Blast* and 50 other spectacular magic spells.

Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Flyman
Ryu AP 60 HP 244
Peco AP 54 HP 106
Momo AP 76 HP 84

Release the dragons inside...transform into many different forms, each with unique special abilities.

BREATH OF FIRE™ III



The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

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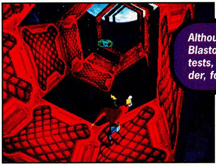
Blasto

Making Uranus a safer place


Although primarily a shooter, Blasto has plenty of dexterity tests, such as this rotating cylinder, for platform fans to negotiate.

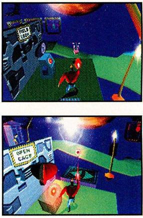
"Grab a mop, there's gonna be guts on the ceiling," warns Captain Blasto, self-appointed saviour of humanity and star of Sony Computer Entertainment America's upcoming 3-D action/platform title.

Formally unveiled at last year's E^3, Blasto has undergone a startling transformation. Perhaps in response to the Bubsy 3-D comparisons unfairly made at the time (the game was about 25 percent complete), Blasto's developers applied more textures to the environment, giving the game a slightly less cartoony appearance.

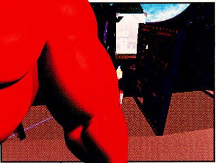
The player assumes the role of Captain Blasto (voiced by *Saturday Night Live* alumnus Phil Hartman), Earth's one and only hope of survival against the evil Bosc and his legion of Pear Troopers. Gamers must run, jump and blast their way through 12 diverse environments, solving puzzles and rescuing scores of curvaceous "Blasto Babes" along the way.

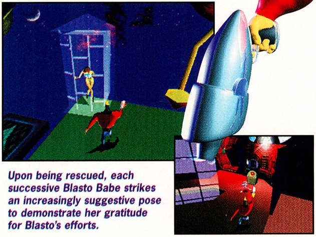
While the original plan called for zero breaks in action (the entire game was to stream continuously from the disc), Blasto has now been broken up into 12 "episodes." Apparently, the developers wanted the gamer to feel a sense of progression as they played through Blasto, so the 12 episodes were created; however, each expansive level constantly streams from the disc a la Tomb Raider, so you don't have to endure any loading within episodes.

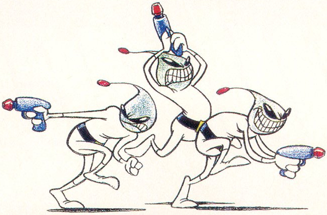
Hoping to create one of the most visually impressive PlayStation titles to date, Blasto's creators are packing in a variety of whiz-bang effects, such as environment mapping. Made famous in Super Mario 64's "metal Mario" effect, environment mapping allows an object to reflect other objects and lighting effects from its environment. Both Blasto's shiny pants and cowl are environment mapped, allowing the character to realistically inhabit his

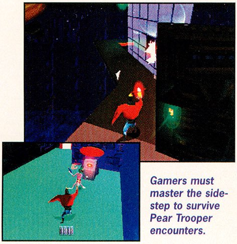


In order to free some Babes from their cages, Blasto must find the switch, such as the one pictured above.




Upon being rescued, each successive Blasto Babe strikes an increasingly suggestive pose to demonstrate her gratitude for Blasto's efforts.





Gamers must master the side-step to survive Pear Trooper encounters.

bizarre surroundings.

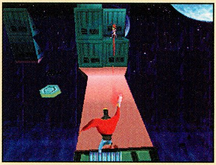
Blasto's audio promises to be equally innovative. Each of the game's 12 environments will have its own music associated with it; however, the music will change subtly depending on events in the game. For instance, when Blasto enters a firefight, the melody remains the same, but the tempo becomes more frantic, and extra instrumentation is added to punctuate the action.

As for gameplay, Blasto mixes solid platforming and shooting with some oddball play mechanics. For instance, one weapon pick-up, the Xenomatic, actually creates enemies rather than destroy them. It is up to the player to discover the appropriate time and place to use this unconventional "gun." Also, the player must be cautious not to blast everything in sight, or they will miss some interesting discoveries. At one point in the game, Blasto encounters a Pear Trooper idly strolling along with a rolled-up newspaper under his arm. If Blasto follows him rather than blow him away, the Trooper will lead him to a lavatory with hidden power-ups.

As you've probably noticed, Blasto's creators have a pretty warped sense of humor, further evidenced by the game's unusual cast of characters, which includes a giant blue space chicken named Kay Effcee (get it?) as well as something known only as The Evil Dark Creature With Spooky Red Eyes. Toss in about an hour's worth of Phil Hartman dialogue, and you can be sure you'll get a chuckle or two from Blasto. One of the game's more memorable lines can be heard when Blasto encounters a certain Blasto Babe. "Now I've seen two marvels of suspension," our hero exclaims, "the Golden Gate Bridge and that bra."

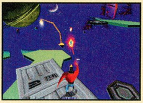
Just as Capcom did with Resident Evil 2, SCEA has pushed back Blasto's release date a couple of times to insure the game will really be something special. Although somewhat frustrating for gamers longing for a humorous, unconventional 3-D shooter, the decision already seems to be paying off.

What's New?



While many of the walls in Blasto were given additional texture maps, most floors remain shaded polygons.

In addition to the feedback Blasto's developers received from the press and other industry insiders at last year's E^3 in Atlanta, Sony Computer Entertainment America put Blasto through rigorous focus group tests that gave everyday PlayStation fanatics the opportunity to play the game and give their feedback. One element focus group members took an instant liking to was Blasto's jet pack, which allows our hero to get a bird's-eye view of his surroundings while allowing him to reach previously inaccessible areas. Based on this feedback, the Blasto team included jet packs in about a third of the game's levels.



Blasto's gun emits an invisible cone that detects enemies and allows limited auto-aiming.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	100%	Now	SCEA	SISA

The real wheel

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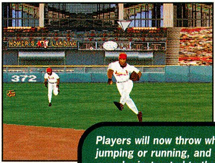
Triple Play 99

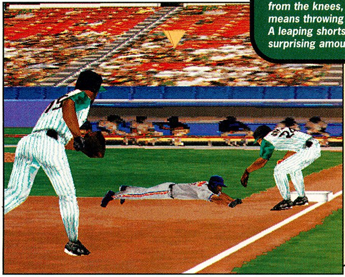
Hey batter batter batter...SWING!

EA Sports is continuing their proud tradition of sports titles with the release of the latest version of their baseball franchise, Triple Play 99.

This year's edition includes not only the latest rosters and stats, but a number of new features designed to further blur the line between video games and the real thing. New player animations have been implemented. Players will now be able to scale the wall to try to stop a home run, "railroad" the catcher when racing for home, throw cross-body and from the knees, slide feet-first and head-first, throw while jumping or running, and even strut around the bases following a home run. Other graphical enhancements include a virtual renovation of the game's 30 major-league stadiums. Each stadium was painstakingly reconstructed from photos and blueprints of the actual stadiums, making each park accurate down to the surrounding buildings. For example, the fly-by intro of Wrigley Field in Chicago shows the shops and apartment buildings on Sheffield Ave., a side-street adjacent to the park and site of many a game-day rooftop barbecue.



Players will now throw while jumping or running, and can even be instructed to throw from the knees, even if it means throwing cross-body. A leaping shortstop adds a surprising amount of realism.

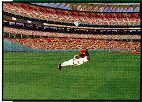


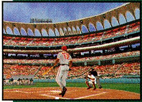
Other new features include a first-person batting view which allows players to watch the game from the hitter's point of view, as well as a number of other new "action-oriented" gameplay perspectives.

Triple Play 99 also includes something the developers are calling "living commentary." This means the game will keep track of a player's progress throughout a season, and deliver updated statistics via the announcers (color commentary is being voiced by Buck Martinez, with play-by-play from Jim Hughson). Furthermore, greater pains have been taken to provide more realistic sound overall, from the roar of the crowd to the cries of program vendors.

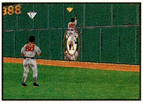
Gamers can also create and edit their own players, dictating height, weight and skills. Significant physical attributes can be easily seen when in the game, giving more visual variety and realism.

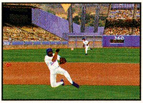
It looks like EA is rounding up enough new features to make Triple Play 99 a hit with baseball fans.

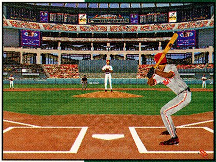




The redesigned stadiums, which can be viewed from the many new camera angles found in this year's version, are represented with painstaking detail.





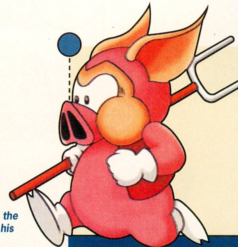


STATS:

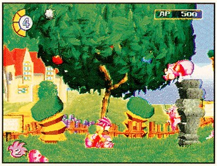
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Baseball	1-8	70%	2nd Qtr. '98	EA	EA Sports

Tomba

Whoopee! A whimsical platform adventure from SCEA



Just when you thought you'd seen it all, along comes Tomba. Telling the tale of a fluorescent-haired savage as he tries to end the oppression of an evil race of walking pigs (is that the sound of George Orwell rolling in his grave?), Tomba mixes elements of an RPG-style quest with its unusual platform engine to create a game unlike any other.

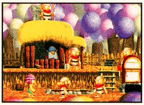


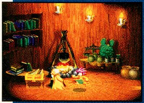
The majority of the game is played out on large, multilayered platform-style levels which are reminiscent of games like The Adventures of Lomax and Disney's Hercules in that they allow movement between back- and foreground. But subtle shifts in camera angles, combined with a largely polygonal environment, give Tomba more of a sense of depth than either of these titles.

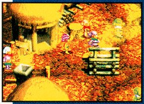
Even more unusual, however, is the game's use of elements most often reserved for role-playing games. For example, Tomba picks up dozens of items in his travels, including new weapons, feathers to transport him to specific areas, and other items which are designed to be used in a specific situation—of course, you'll need to figure out just what that situation is. Also, Tomba can visit towns, like the Dwarf Village shown at right; when he does, the view switches to a classic RPG-style overhead view, allowing him to wander around town and speak to the inhabitants.

Although he uses a variety of weapons, Tomba's basic attack is to jump on an enemy's back (making for some compromising positions between him and the pigs) and then hurl him into a stationary object. Such whimsy is to be expected from a developer with the unforgettable name of Whoopee Camp, and runs rampant throughout the game. Stay tuned for more as Tomba nears its release.

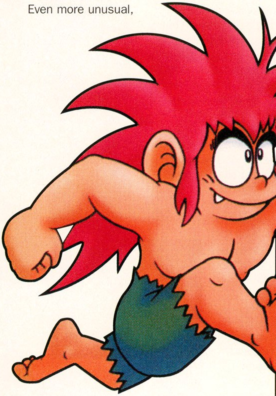
The game includes a surprising (for a platformer) amount of dialogue between Tomba and the other inhabitants of his strange world.

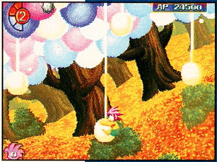






Tomba will need to revisit many locations in order to progress through this largely non-linear game. Often, these locations evolve with each repeated visit.



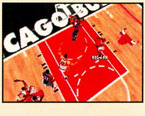


STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	90%	3rd Qtr. '98	SCEA	Whoopee Camp

NBA ShootOut 98

Take control of your dunking addiction



Sony Computer Entertainment America is finishing up what just might be one of the fastest, most intense basketball titles yet.

NBA ShootOut 98 is the newest incarnation in the premiere PlayStation basketball series, a series which has improved with each successive update. Now, SCEA is including a slew of new features to make ShootOut 98 the best yet.

One of the most significant improvements from last year's version is in the number of animations. ShootOut 98 includes four times the animations of the previous version, which includes moves like around-the-back passes, between-the-legs dribbling, no-look passes and fake passes. And that's not even mentioning the added dunks: The game will include 30 "signature" dunks, like 360s, scissor dunks, tomahawks and double pump dunks. Why so many dunks, you ask? Well, the game also includes the all-new "Total Control Dunking," which gives gamers the option of four different dunks per player.

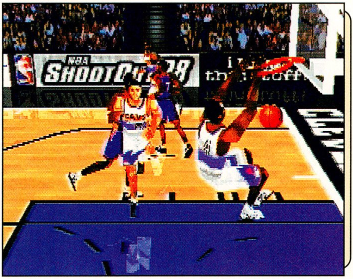
Adding to the extensive control is the inclusion of Icon Passing as well as Icon Cutting, giving the gamer quick and simple control over ball and player movement.

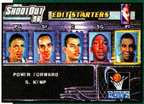
Like in this year's version of MLB, SCEA has redesigned the player models, this time using a technique called "skinning," which prevents the polygonal characters from showing seams at the joints.

The addition of nine new offensive and four new defensive plays helps keep the game up to date, as does the inclusion of the new NBA arenas and rules.

We're expecting a reviewable copy of NBA ShootOut 98 within the next couple of weeks, so you can be pretty certain that a review will be showing up in the next issue. Until then, check out the video footage on last month's disc!

The players exhibit personalities which match their real-world personae—which isn't always a good thing!





Players can edit their teams and starters at will. No, Jordan's not in there, but Chicago does have "R. Guard," who performs remarkably well and dunks like a madman.

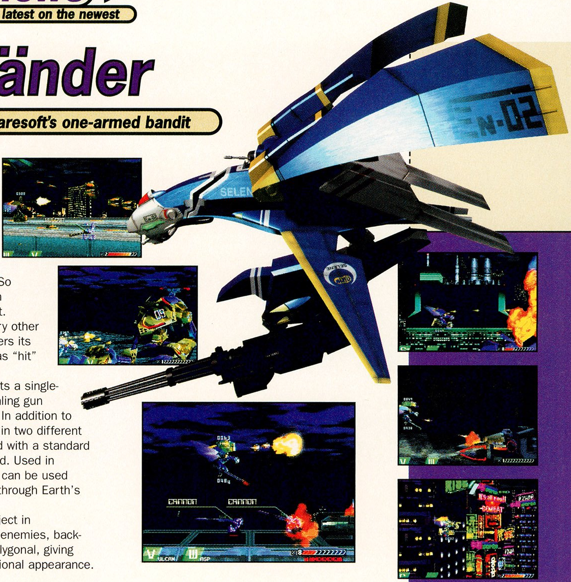
The dynamic camera angles will zoom in when the player with the ball moves into the key, offering a view of each dunk.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Basketball	1-8	100%	Now	SCEA	SISA

Einhänder

Squaresoft's one-armed bandit



Players may choose one of three different fighters and collect eight different gun pods, including vulcan, cannon, wasp, spreader, grenade, hedgehog, riot and laser blade!

There was a time in the era of great chaos, when the Earth and the moon were at war with each other. A daredevil from the moon piloted a bizarre aircraft. It was feared. And because of its shape, called Einhänder." So begins the latest offering from Japanese hitmaker Squaresoft. Having conquered almost every other genre, Squaresoft finally delivers its first shooter, and the game has "hit" written all over it.

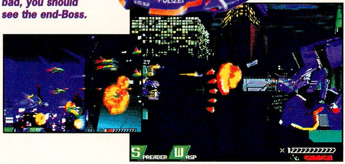
In Einhänder, the player pilots a single-armed aircraft capable of stealing gun pods from defeated enemies. In addition to the arm, which can be locked in two different positions, your ship is quipped with a standard blaster that fires directly ahead. Used in conjunction, the two weapons can be used to cut a swath of destruction through Earth's inferior forces.

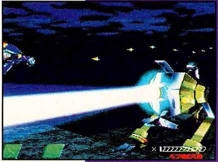
Virtually every on-screen object in Einhänder—the player's ship, enemies, background structures, etc.—is polygonal, giving the game a very three-dimensional appearance. The action, however, is decidedly 2-D in nature and will be instantaneously accessible for any fan of old-school shooters.

While every enemy in the game looks sharp, it's Einhänder's hulking Bosses that will blow your mind. Each Boss transforms several times, producing all-new attack patterns. Fortunately, your ship is no "one-hit wonder" and continues are plentiful.

It took a Squaresoft masterpiece, Final Fantasy VII, to establish RPGs as a dominant force in the U.S. Will Squaresoft's first shooter spark a similar renaissance for the ailing shooter genre?

This charming fellow is the Level 1 mid-Boss. If you think he's bad, you should see the end-Boss.





STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Shooter	1	95%	May	SCEA	Square

How to start the mother of all wars

{or why deception, cruelty and betrayal are your friends}

To start "The War of the Lions," you must use bold strokes. Regicides, double-crosses, violations of queens, good options all. Whatever your plan, once begun, a war of this magnitude is not to be trifled with. This is a brutal conflict of epic proportions, where each hallowed victory brings you closer to the very heart of darkness. Battle after battle, you will command your fighting party across magical lands protected by hostile forces. You will need the help of the bravest warriors, as well as armor, weapons, intricate battle plans and magical spells. Be ruthless. Be clever. Or be dead.

Training an army

{or how to ensure the biggest, baddest, meanest SOBs are on your side}

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ESRB

Ninjas, Bards, Archers, Thieves and more. There are nineteen fighting classes and four hundred abilities to master. If you go into battle ill-prepared, may the enemy make the blood run cold from your heart.

Effective Battle Strategies

{or further discussions from the annals of shoot first, ask questions later}

As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying.

PlayStation

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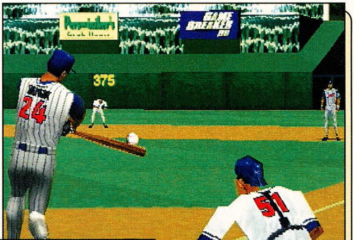
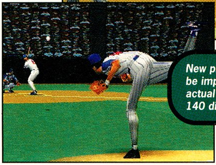
MLB 99

Step up to the plate with the most realistic MLB yet





New pitching and batting stances will be implemented, representing the actual moves and personality of over 140 different well-known players.

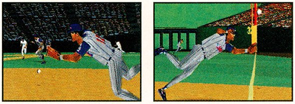
It's that time of year again, time for the latest crop of baseball games to make the rounds of the magazines, in a sort of media Spring Training. This month brought the first look at this year's lineup of baseball titles, and each looks more impressive than the last. Take MLB 99, from SCEA, for example. The folks at Sony Interactive Studios America went back to the drawing board, in a sense, with this year's version, creating a new polygonal player model and collecting new motion-capture data from the likes of Shawn Estes and Darryl Hamilton. The goal was to include personalized moves and stances of well-known major league pitchers and batters, over 140 unique personalities in all.

Also slated for this year's version is a variety of new motion-captured animations, like collisions, barehanded catches, over-the-fence grabs and player celebrations. Complementing these new animations is MLB's "Total Control Fielding," which gives players the option of performing specific actions when fielding the ball, offering a greater degree of control over the fielders than before.

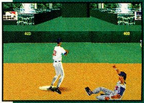
Also helping deliver a feel of realism is the inclusion of environmental influences, like wind, altitude and playing surface, each of which affects the ball physics and gameplay overall. The detailed stadiums will feature realistic crowd effects and commentary by Vin Scully.

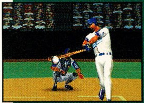
The game will offer the standard selection of game types, from exhibition and Home Run Derby to complete seasons of varying lengths. After a season is complete, the game hands out Most Valuable Player awards for both the National League and the American League, as well as the Cy Young Award. There's even an All-Star Game which chooses players based on season performance.

With up-to-date rosters, stadiums and teams (including the Arizona Diamondbacks and the Tampa Bay Devil Rays), MLB 99 should more than satisfy the statistic-trackers; and a choice of various levels of simulation and arcade play should make the less avid fan feel equally welcome.



Diving catches and backhand grabs are just two of the huge arsenal of new moves featured in this year's MLB.

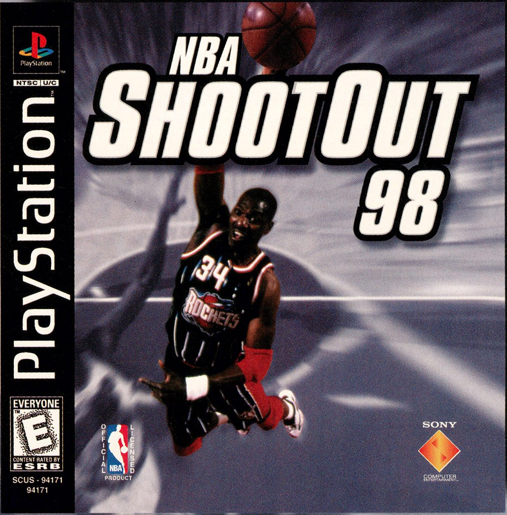




A new polygonal player model should deliver even more visual realism, and new motion-capture data should make for even more realistic and fluid animations.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Baseball	1 or 2	70%	May	SCEA	SISA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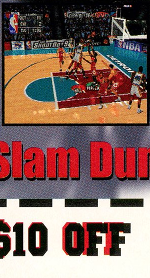

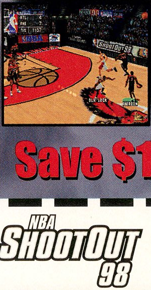

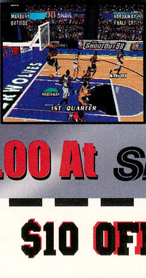
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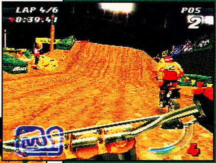
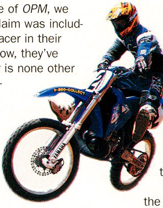
Jeremy McGrath Supercross

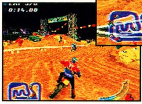
Hit the dirt with a national champion





In a previous issue of *OPM*, we reported that Acclaim was including a well-known racer in their Supercross game. Now, they've revealed that that celebrity is none other than Jeremy McGrath, four-time national champion of the Supercross circuit. McGrath played an active role in the development of the game, putting his hand to track design as well as implementing a few of his favorite tricks.

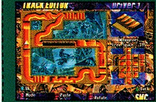
With the input of a well-known name in the world of Supercross, the emphasis in Jeremy McGrath Supercross is clearly on simulation.



Analog support allows players to negotiate the game's hairpin turns with precision and ease.

Players are required to compete on a number of terrains, including sand, mud, water, gravel and ice, each of which affects the bike's handling in a different way.

Perhaps the most intriguing new addition to the game is the inclusion of the track editor, which offers gamers the chance to design their own treacherous tracks with which to confound their friends. All in good fun, of course...



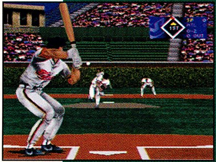
Eliciting memories of the NES version of Excitebike, Supercross' Track Editor allows players to design their very own courses.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	75%	Summer '98	Acclaim	Probe

VR Baseball 99

Take me out to the (virtual) ballpark



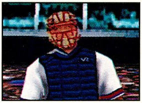
While hailed for its realistic stadium experience, VR Baseball 97 was criticized for its slow frame rate and sluggish gameplay. Hopefully, VR Sports is taking steps to correct these problems for VR Baseball 99.

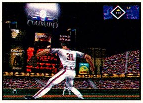
Since we don't have a playable version yet, we really can't comment on how VR Baseball 99 plays; however, judging from these screen shots, the game's art has been majorly revamped. The players, in particular, seem to have received a lot of attention during the off-season. While the players in last year's version were Gouraud-shaded, VR Baseball 99's players have detailed texture-maps.

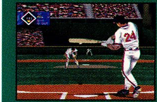
Many sports purists turned off by crosshairs, strength meters and the like enjoyed VR Baseball's uncluttered pitcher/batter interface. Thankfully, VR Sports seems to have retained this approach for 99.

Rather than simply updating their rosters and slapping a new name on their game, VR Sports seems determined to make VR Baseball 99 a playoff contender.

While VR Baseball 97's players were Gouraud shaded, this year's players have detailed texture maps, as the shot at right reveals.







If you like uncluttered pitcher/batter interfaces instead of loads of strength meters and crosshairs, VR Baseball 99 may be for you.

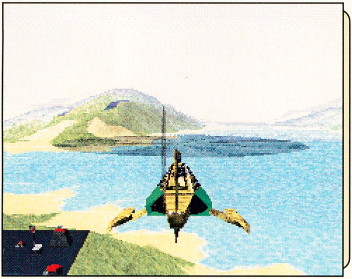
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Baseball	1 or 2	90%	Now	Interplay	VR Sports

Return Fire II

A hot combat title makes its return—in 3-D!

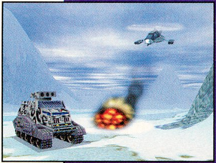
Last year's E^3 gave us a tantalizing glimpse of Return Fire II, the sequel to one of the PlayStation's hottest games of video combat. Developed by Prolific Publishing, the creators of the original Return Fire, this game includes some dramatic enhancements over the original.

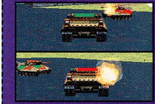


Battles are now fought in large, detailed 3-D environments ranging from tropical islands to the frozen Arctic. The player's arsenal includes helicopters, jets, tanks, jeeps, jump jets, PT boats and aircraft carriers. Detailed, realistic explosions spice up the game's action sequences.

Return Fire II isn't only about action, however. Players will need to deploy and use their units with strategic precision if they are to outwit the enemy artificial intelligence—or the mind of another human player.

With the success of the original Return Fire, the developers of Return Fire II are working hard to make the sequel better in every way to the original version. We'll see how they succeed in the coming months. Right now, Return Fire II is slated to be released sometime in the third quarter of this year. We'll keep you posted as more develops.





Detailed polygonal vehicles roam a spacious 3-D landscape in search of more kills.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1 or 2	50%	3rd Qtr. '98	MGM	Prolific

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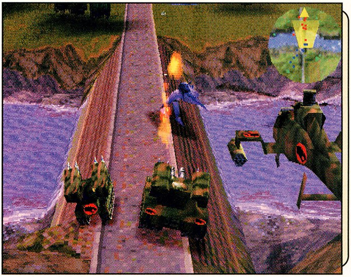
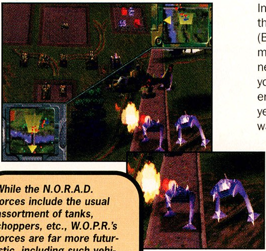
WarGames

Home of the "W.O.P.R."



Vehicles may be directed into combat automatically or may be controlled by the player arcade-style.

Drawing from United Artists' extensive film library, MGM Interactive is developing a game based on the 1983 hit film *WarGames*. In addition to making Matthew Broderick a household name, *WarGames* was the first mainstream film to deal with the relatively new practice of computer hacking. Against the backdrop of the Reagan era arms race, Broderick played a high school-aged hacker who snooped around the Internet both to ferret out copies of top-secret video games and to impress a female classmate, played by a young Ally Sheedy. Believing it to be a game manufacturer, Broderick hacked his way into W.O.P.R., a supercomputer controlling the nation's entire nuclear defense system. Before realizing his error, Broderick incited a federal manhunt and almost touched off a nuclear war.



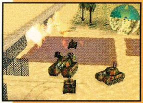
While the N.O.R.A.D. forces include the usual assortment of tanks, choppers, etc., W.O.P.R.'s forces are far more futuristic, including such vehicles as bi-pedal mechs.

While the film's age makes *WarGames* an unlikely candidate for a game adaptation, the developers certainly have a wealth of high-tech themes from which to draw.

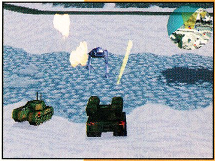
The game is being developed by U.K.-based Interactive Studios and is set 25 years after the film's events. It seems the rebellious David (Broderick's character) has joined the establishment and now works for N.O.R.A.D., his one-time nemesis. Perhaps in an attempt to relive his youth, David buys Protovision, the game developer he attempted to hack his way into some 25 years before. Hoping they'll see the error of their ways, David hires some young hackers to bug test Protovision's latest war game; however, doubts quickly arise whether the program the hackers are running really is a game or something more sinister...

According to the game's producer, WarGames should play like a cross between Herzog Zwei and EA's Strike series. Gamers control either conventional N.O.R.A.D. forces or the futuristic, mechanized W.O.P.R.-lead forces. Each side will have at least eight vehicles to control as well as infantry units.

WarGamers can take on the computer or compete against a friend, utilizing the game's unique diagonal split-screen.



WarGames includes a variety of climates and terrains, including desert (above) and arctic (below). Players must adapt their strategies and vehicle selections accordingly.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1 or 2	60%	May	MGM Int.	Int. Studios

PlayStation

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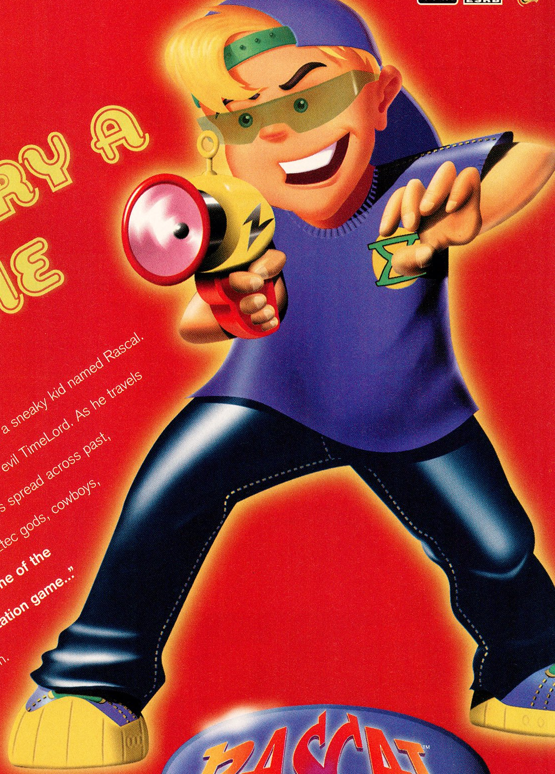
Traveller's Tales

GIVE HISTORY A WEDGIE



Historical bad guys are screaming, thanks to a sneaky kid named Rascal. He's on a mission to rescue his dad from an evil TimeLord. As he travels through time, he'll explore 18 different levels spread across past, present and future. He'll also have to zap Aztec gods, cowboys, and pirates within worlds that display **"...some of the most impressive 3D graphics in a PlayStation game..." (Next Generation).** So keep your eyes open. And bad guys, watch your backs.

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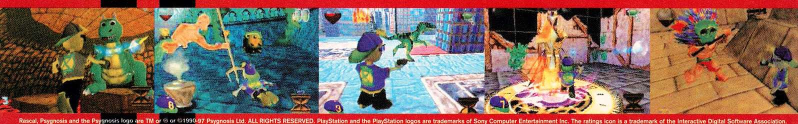
3-D ACTION ADVENTURE GAME



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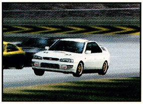
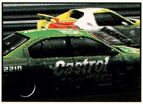
Gran Turismo

SCEA's racer gets an overhaul for its U.S. release





If you manage to earn enough money in Gran Turismo Mode, you'll be able to purchase the high-end cars above.

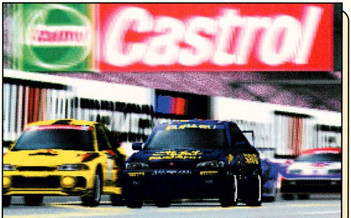
Last month, we did a two-page preview of SCEA's new racer, Gran Turismo, based largely on a Japanese version of the game. Not long after, we received an updated U.S. version. Boy, were we shocked when we loaded that sucker up.

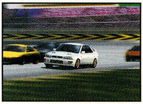
Apparently, SCEA decided that the simulation aspects of the game were not enough to satisfy American gamers, because the game engine has gone through a substantial tune-up. How so? Check this out: Every single vehicle has had its speed juiced up, resulting in a much faster game overall. There is now a number of points on several of the game's tracks at which the cars can actually become airborne! If you've had a chance to play the import version of Gran Turismo, this will no doubt come as a surprise to you, as it did to us.

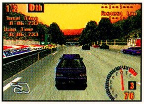
Of course, this increased speed across the board gives the game a greater challenge, as well—especially when using the faster cars on the more advanced tracks. It's become much easier to lose control of the high-end vehicles and run oneself off the road. And that's not to mention the havoc which ensues if your car lands at a bad angle following one of the new jump opportunities.

Also implemented in the U.S. version is an extended rendered intro which shows off some of the speedier cars in Gran Turismo's arsenal. Interestingly enough, the only way to really distinguish the rendered cinema from the in-game replay function is by the smoother backgrounds in the cinema (as if we didn't say enough about the replay function in our previous issue).

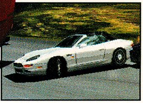
Since last month, we've spent some time trying to open parts of the Goodies Menu in Arcade Mode. Apparently, you need to beat each of the four tracks with each of the three vehicle classes (A, B and C) in order to open up four new courses. Beat these in the

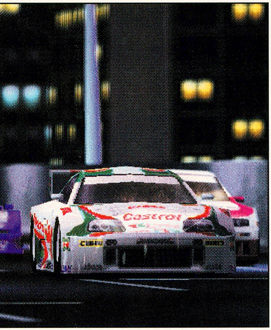


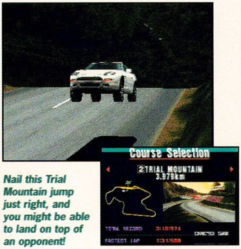




The Deep Forest course (above) is one of the rewards for beating a course with all three vehicle classes. Beat that course and you'll earn the Aston-Martin racer (below).







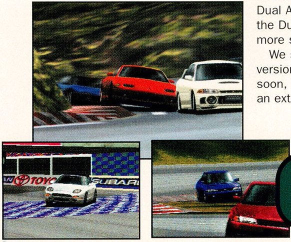
Nail this Trial Mountain jump just right, and you might be able to land on top of an opponent!

same fashion and you'll be awarded a couple new vehicles. There's room on the Goodies Menu for 12 pairs of new vehicles, which should give gamers a reason to keep coming back for more.

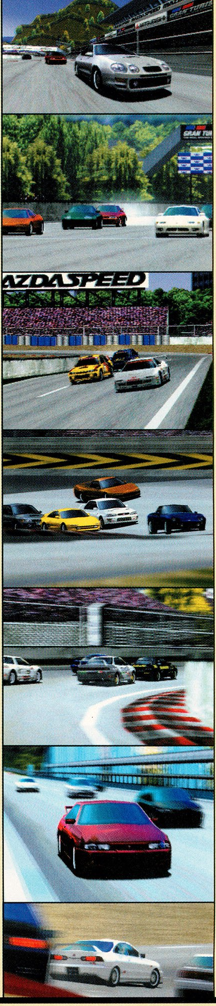
Now, beating each track with each of the three vehicle classes may not seem like that difficult a task. However, the vehicles are rated according to power, and the more powerful vehicles are significantly harder to maneuver, especially on the nasty, tight turns on a track like the Autumn Ring. Furthermore, it may take a few tries to beat each track in just one class—and the better you learn how to handle one vehicle, the more difficult it's going to be to switch to another.

One last note: The U.S. version we received retains the Dual Shock force feedback code the Japanese version has, which supports the theory that a U.S. release of that peripheral can't be too far away. Gamers who have some experience with the original Force Feedback Dual Analog Pad will no doubt find the Dual Shock to provide a much more substantial feedback.

We should have a reviewable version of Gran Turismo very soon, so check in next month for an extensive review.



There's a surprising similarity between Gran Turismo's Replay Mode (left) and its rendered intro cinema (top, at left).



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	90%	2nd Qtr. '98	SCEA	SCEI

RATING PENDING RP CONTENT RATED BY ESRB

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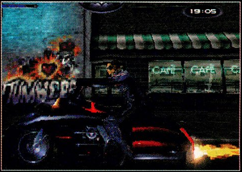


Race Gotham's twisted mean streets in 6 turbo-charged Bat Vehicles!

Update

The spring **Tokyo Game show** will be held this March and will reportedly showcase over 200 PlayStation titles. Although this sounds impressive, many of these titles have been released in Japanese and U.S. stores already. There should still be some interesting surprises so check out this section next month to get the update.

While we're on the topic of Japan, there is a movement to try to stop the **resale of used** games. This would be a major blow to economical gamers since renting games is already outlawed in Japan. See how lucky you are!

The weekly *Famitsu* magazine has released its top **100 selling games of 1997**. Although their tabulating methods are kept secret, they are often looked upon as the most reliable and accurate. Here are the top 10:

1. ***Pocket Monster*** (Red, Green, Blue) Game Boy, by Nintendo—3,653,001
2. ***Final Fantasy VII*** PlayStation, by Square—3,277,290
3. ***Derby Stallion*** PlayStation, by ASCII—1,581,138
4. ***Final Fantasy Tactics*** PlayStation, by Square—1,237,328
5. ***SaGa Frontier*** PlayStation, by Square—1,057,263
6. ***Minna no Golf*** PlayStation, by SCEI—1,023,168
7. ***I.Q. Intelligent Qube*** PlayStation, by SCEI—749,138
8. ***Geme de Hakken!! Tamagotchi*** Gameboy, by Bandai—746,383
9. ***PaRappa the Rapper*** PlayStation, by SCEI—699,867
10. ***Chocobo no Fushigi na Dangeon*** PlayStation, by Square—648,901

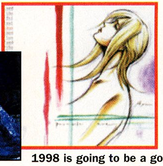
Considering eight of the 10 are PlayStation titles with the remaining two being Game Boy, it's apparent that it is the most dominant system. It's also not a surprise that almost half of the titles are RPGs.

Don't hate me because I'm beautiful.

The game that had to come out eventually is almost here. **Spice World** (tentative title) starring the Spice Girls is a music game that will also include footage of everyone's favorite has beens. The material ranges from music tracks to interview footage as well as the ability to direct the gals on stage. I have a bad feeling in my stomach that the game will be released here.

Square has announced the release of **Final Fantasy V**. This is basically the same as the Super Famicom release (which never came out here) with the addition of a new rendered intro.

Since the rehashed PS version of FFIV didn't make it out here, it's unlikely to make a U.S. bow. In other Square news, a rumor has begun to spread that Xenogears will be brought over here by none other than SCEA. This is one to keep an eye on. The last bit of Square stuff we have is the surfacing of a **Parasite Eve calendar**. This sensuous and somewhat disturbing collection of images makes us all the more hungry for the release of this great game. It's likely that the calendar will not be commercially available on these shores.



1998 is going to be a good one for Aya and for Square.

Vote for Imports

We've received a fair amount of responses for import games you'd like to see released in the States, but it's time to kick it into overdrive! What better way to get you to vote than to offer up some free prizes, so we got Manga Video to sponsor our Import Game Request Top 5. That's right, every month we'll pick through your requests and randomly draw one winner. All you have to do is write, fax or e-mail your requests for import games you'd like to see and why. That's not so hard, is it? So get to it!

Write in:
Import Game Request Top 5 c/o
The *Official U.S. PlayStation Magazine*
1920 Highland Ave. Suite 222
Lombard, IL 60148

Fax it:
(630) 916-7227
Subject heading:
Import Game
Request Top 5 c/o
The *Official U.S.*
PlayStation
Magazine

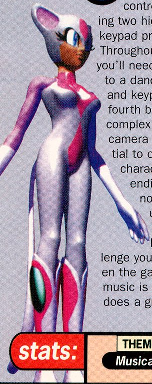
E-mail it:
dindo_perez@zd.com
Subject heading:
Import Game Request
Top 5 c/o
The *Official U.S.*
PlayStation Magazine

NINJA SCROLL
GHOST IN THE SHELL
MANGA

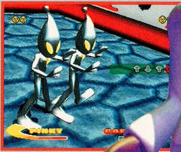
Upon notification of winning, you'll receive a list of hot video titles to choose from including *Ninja Scroll, Macross Plus the Movie*, *Ghost in the Shell* and much, much more. As the year continues, you'll be able to select upcoming releases like *Landlocke* (*Masamune Shirow*) and *Red Hawk*!

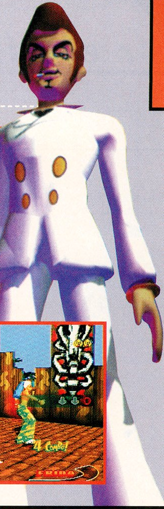
(For official contest rules turn to page 122.)

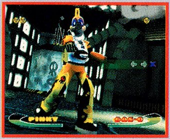
Bust A Move

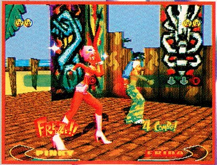


Not to be confused with the puzzle game, Bust-a-Move is the latest in the rhythm-and-reflex category. You control one of 12 characters (including two hidden) and match button and keypad presses to the funkafied beats. Throughout the course of the game, you'll need to challenge each character to a dance-off. You must execute button and keypad presses on or before the fourth beat of any given song. Doing complex combinations will keep the camera focused on you which is essential to out-stylin' your opponent. Each character has their own CG-rendered ending and beating the game on normal and hard difficulties will unlock two extra dancers. Since the game has a Two-player Mode, you'll be able to challenge your friends long after you've beaten the game with every character. The music is provided by Avex Trax, who does a great job of covering a wide variety of funky dance tunes ranging from disco to salsa. Unlike PaRappa, these tunes aren't quite as universally appealing since the voices are in Japanese and the tunes have a distinctive J-pop edge. Still, it's a good twist on the genre and very addictive. Send in your votes!







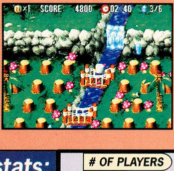


stats:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Musical	1 or 2	100%	Now	Enix	Enix

Bomberman World

Finally, a Bomberman game appears on the PlayStation! For those unfamiliar with the series, the game pits you and a number of opponents in an enclosed area laying bombs with the purpose of blowing up everyone except yourself. The key to its success is the addictive nature of the multiplayer aspect of the game. This is the original party game. There is a nice single-player adventure as well as two different multiplayer modes. There's no word yet on domestic release, but it shouldn't take long for a smart publisher to put this title out here.

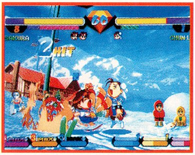


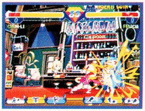
stats:

# OF PLAYERS	PUBLISHER	DEVELOPER
1-5	Hudson	Hudson

Pocket Fighter

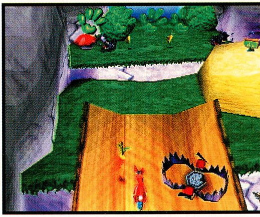
When Super Puzzle Fighter II was released last year, we were all taken with the cool super-deformed versions of the Capcom characters. Now there is a game where we can control these wacky creations. Pocket Fighter takes characters from numerous Capcom games and pits them in a comical one-on-one street fighting battle. The button presses are simplified from the usual six-button configuration and the combo patterns unleash outrageously funny attacks. The title is unofficially slated for domestic release later this year.





stats:

# OF PLAYERS	PUBLISHER	DEVELOPER
1 or 2	Capcom	Capcom

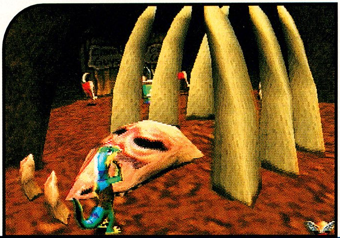


GEX: ENTER THE GECKO

Crystal Dynamics' wise-cracking reptile appears in a stylish new adventure

It's been two long years since Crystal Dynamics' wise-cracking gecko last vanquished his nemesis, Rez, from the media dimension. Since that time, Gex has lived a life of self-imposed seclusion, existing on a steady diet of television, Chinese take-out and more television. One day, our hero receives a not-so-friendly visit from two government goons, who inform Gex his old foe is up to his old tricks. After enduring a comical interrogation, Gex, clad in a sporty tuxedo and holding a suitcase stuffed with cash, reluctantly decides to re-enter the media dimension to put an end to Rez once and for all.

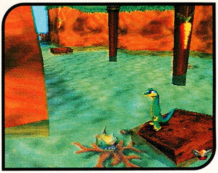
In his latest adventure, Gex boldly goes where no gecko has gone before: into a third dimension. No longer a prerendered sprite, Gex is now composed of three-dimensional polygons. In addition to his new threads, Gex also wears a mesh "skin" that hides any seams or tears in his polygonal skeleton, making him one of the most life-like 3-D characters ever to appear in a video game. Even more impressive, Gex has 12 "bones" in his head and mouth alone, allowing real-time lip-syncing for every comedic one-liner, provided once again by stand-up comedian Dana Gould.



To reach Rezopolis, Rez's high-tech hideout, Gex must journey through a number of television-inspired worlds—including Scream TV, Kung Fu Theatre, Pre-History Channel, Toon TV and the Rocket Channel—each populated with enemies, hazards and pick-ups unique to that level. Kung Fu Theatre, for instance, is filled with ninjas, dragons and take-out boxes to be collected. (It also has the best one-liners, such as, "I'm looking for the two small girls that sing for Mothra" and "I'll beat this level, but in an hour I'll be hungry for another.")

One of the first third-party companies to develop for a 32-Bit platform, namely the ill-fated 3DO, Crystal Dynamics has packed Enter the Gecko with every conceivable effect. In addition to the aforementioned digital skins and lip-syncing, the game has real-time colored lights, environment mapping and interactive music that adapts to playing conditions. In short, Gex: Enter the Gecko positively oozes high-production values and sets the standard, at least from a visual standpoint, for PlayStation 3-D platformers.

"Crystal Dyn
with every



Official U.S. PlayStation Magazine ratings at a glance

THE COLOR SCHEMES

BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

- Action/Adventure
- RPG
- Fighting
- Puzzle/Strategy
- Sports/Racing
- Platform

THE RATING SYSTEM

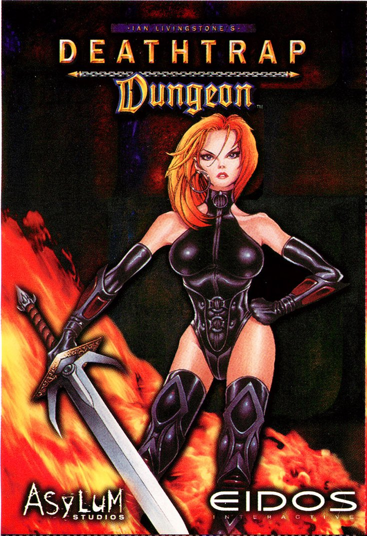
●●●●● Excellent. A must-have game.

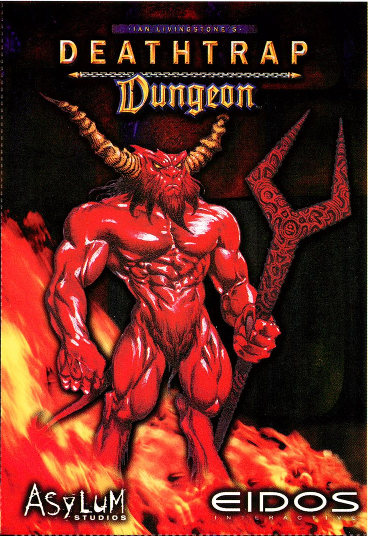
●●●●○ Very good. Well worth your time.

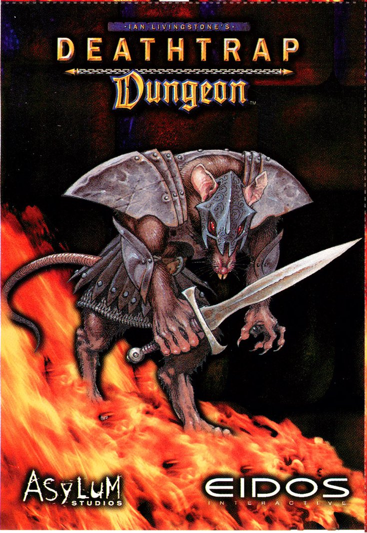
●●●○○ Good. Its flaws can be overlooked.

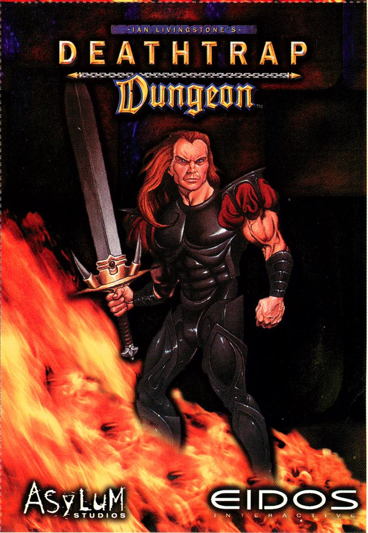
●●○○○ Below average, but not awful.

●○○○○ Almost offensive in its badness.


IAN LIVINGSTONE'S
DEATHTRAP
Dungeon™
ASYLUM STUDIOS
EIDOS INTERACTIVE


IAN LIVINGSTONE'S
DEATHTRAP
Dungeon™
ASYLUM STUDIOS
EIDOS INTERACTIVE


IAN LIVINGSTONE'S
DEATHTRAP
Dungeon™
ASYLUM STUDIOS
EIDOS INTERACTIVE


IAN LIVINGSTONE'S
DEATHTRAP
Dungeon™
ASYLUM STUDIOS
EIDOS INTERACTIVE

IAN LIVINGSTONE'S
DEATHTRAP
Dungeon™

NINJA™

TOMB RAIDER II™
STARRING LARA CROFT

FIGHTING FORCE™

EIDOS
INTERACTIVE

IAN LIVINGSTONE'S
DEATHTRAP
Dungeon™

NINJA™

TOMB RAIDER II™
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FIGHTING FORCE™

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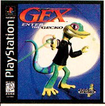
STARRING LARA CROFT

FIGHTING FORCE™

EIDOS
INTERACTIVE

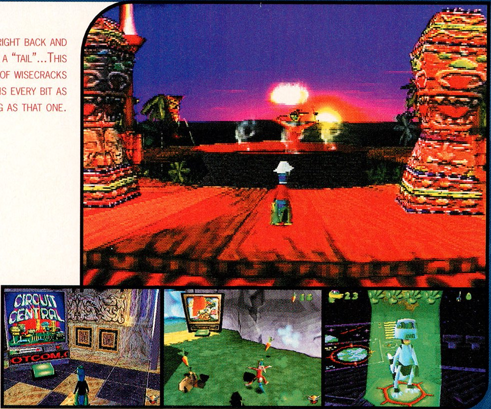


playSTATS

1 Player | Analog Controller Compatible | Memory Card 1 block | Midway

"A little tongue now, a lot of tail later."

NOW, SIT RIGHT BACK AND YOU'LL HEAR A "TAIL"...THIS GAME'S FULL OF WISECRACKS AND PUNS EVERY BIT AS EXCRUCIATING AS THAT ONE.



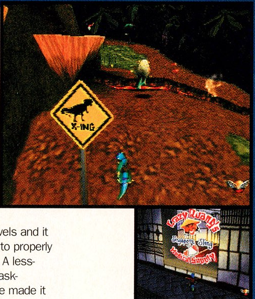
amics has packed Gex conceivable effect."

Gex's gameplay, however, can't quite rival its stellar graphics. The game's camera presents the biggest flaw. It does a good job of displaying all the action, but it moves around on its own way too much and at a dizzying pace. You can choose a semi-automatic or fully manual camera, but only seasoned gamers will be able to adjust the camera to appropriate angles.

Gex, himself, inadvertently points out Enter the Gecko's second main flaw, referring to the game as "one expensive Easter egg hunt," which pretty much sums up the gameplay. Each level has three tiers of collectibles in addition to a number of red, silver and gold remote controllers, which must be collected to advance to higher levels and to unlock secret levels. While finding secrets, such as Tomb Raider II's hidden idols, certainly adds replay value, it can be tedious when the main purpose of the game is to run around and collect hundreds of icons.

Despite Gex's shortcomings, the game remains a funny, challenging adventure, filled with eye-popping visual effects and imaginative landscapes. There are tons of levels and it will take gamers a long time to properly get through the entire game. A less-intrusive camera and more task-oriented gameplay could have made it a classic.

—*Gary Mollohan*



box score

Pros

- Acerbic, laugh-out-loud one-liners
- Top-notch graphics
- Loads of secrets
- Themed levels

Cons

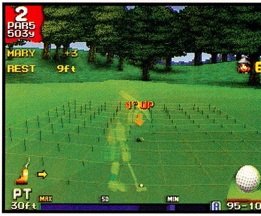
- The game's steer-it-yourself camera
- Over-emphasis on collecting pick-ups
- A bit repetitive

Official U.S. PlayStation Magazine Rating

◉ ◉ ◉ ◐ ○

HOT SHOTS GOLF

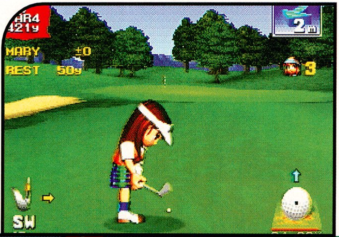
Even more relaxing than the real thing



Golf always seemed to me to be little more than people with no fashion sense wasting time on a big manicured lawn. Oh, Miniature Golf has always been one of my favorite ways to spend a warm summer night, but the real game, the one that is the pastime of doctors and CEOs nationwide, just never really clicked with me—until now.

With Hot Shots Golf, SCEA has managed to take a game that requires a lot of patience, precision and knowledge, and make it accessible to the average Joe (so to speak) who's never seriously picked up a club in his life. To start with, the whole game is presented in a cartoony, slightly wacky style. Cute, rendered characters with disproportionately large heads swing too-short clubs and still manage to get some real distance with the ball. They celebrate their victories or bemoan their follies with dramatic gestures and appropriate sound effects.

But it's the actual game engine that makes Hot Shots such a pleasure to play. The secret is that the game takes care of all the mundane details for you. Like a good caddy, at the beginning of each stroke, the game equips your character with what it considers to be the most appropriate club for the situation. If you'd rather make your own choice, however, you can toggle through the available clubs, and the game will obligingly inform you of the maximum distance the ball will go—provided that there's no wind and the stroke is made perfectly. The game also automatically aims for you, which of course you can adjust to account for wind, ball spin or other factors.

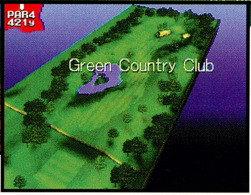


Next comes the actual swing. Moving the d-pad will adjust the angle of attack on the ball, allowing you to put a spin on it or make other fine adjustments. Hit a button and the swing begins; tap again as the meter goes up to choose the power of the swing; and tap once more as the meter comes down to determine the stroke's accuracy.

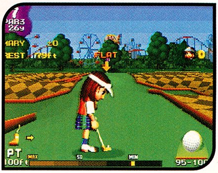
"The game mundane

Once you make it to the green, the putting view is shown, which is different from the original view mainly in that you now have a grid laid over the green which shows the contour of the land, allowing the player to make adjustments to account for the elevation of the green. The game also

2
PAR3
15y
MARY
REST 49ft
39% DN
PT
100ft
MAX
50
MIN
95-100%



Each hole begins with a fly-by of the fairway, giving the player a pretty fair idea of the position of any water hazards or sand traps.

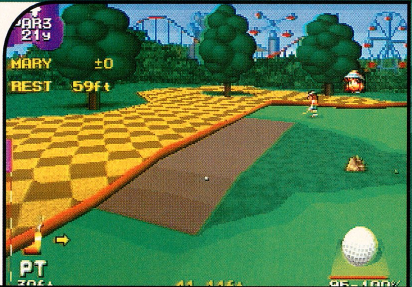


Hot Shots GOLF
PlayStation

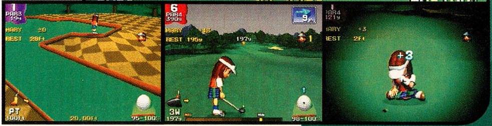
playSTATS

1–4 Players	Multi Tap Adaptable 1–4 Players	Memory Card 1 block	SCEA

Finally, a golf game that non-golfers can enjoy!



Some of the mini-golf courses have paved sections, which make the ball behave completely differently.



replaces the original stroke meter with a special putting meter, which is marked off to indicate how far the ball should travel on a flat surface—you'll need to adjust the power to take into account the effect that changes in elevation have on distance.

That's really all there is to it, and that's the beauty of Hot Shots. Simplicity is the name of the game, the kind of simplicity that allows someone totally unfamiliar with the game of golf to pick up a controller and play, and maybe even learn something in the process.

The Minigolf Mode is even simpler; the courses, although lacking in obstacles like windmills, tunnels or animated dinosaurs, nevertheless present a more-than-adequate challenge, and can be downright nasty in places.

> **takes care of all the details for you.”**

Adding to the replay factor are a whole league of hidden characters, as well as a few other goodies which will be unlocked after performing well in an actual match (i.e., not practice) As far as the question of realism is concerned, the physics may be a bit "loose," but it seems like pure fun was more the aim, as opposed to stroke-for-stroke realism. It's not a simulation; it's a game, and a fine one at that. I recommend Hot Shots to anyone who thinks they don't like golf.

—Joe Rybicki

box score

Pros

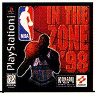
- **The simplest golf game yet**
- **Helpful, unobtrusive computer assistance**
- **Whimsical presentation**

Cons

- **The Putting Grid could be more precise**
- **Some of the Mini-Golf courses are almost too challenging**
- **Not entirely realistic**

Official U.S. PlayStation Magazine Rating

●●●●○


NBA
IN THE ZONE '98
PlayStation
KONAMI

playSTATS

Multi Tap Adaptable 1~8 Players | Memory Card 1 block | Konami

NBA IN THE ZONE '98

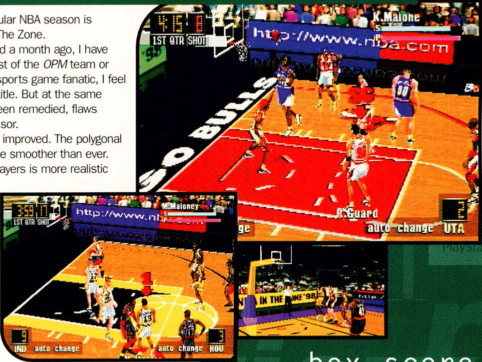
1ST QTR SHOT
http://www.nba.com
CHICAGO
L.Longley

New animations, new features, another good sequel

Entering the second half of the regular NBA season is Konami's third edition of NBA In The Zone.

Considering that it was launched a month ago, I have not yet heard any hype from the rest of the *OPM* team or from any of my sporting buddies. Being a sports game fanatic, I feel NBA In The Zone '98 is a solid basketball title. But at the same time it has some flaws that should have been remedied, flaws which were noticeable even in its predecessor.

There is no doubt that the graphics have improved. The polygonal players look better, and their animations are smoother than ever. The overall presentation of the individual players is more realistic and believable, although far from perfect. Generally, everything about the graphics—animations, stadiums, players' actions—has gotten better.


1ST QTR SHOT
K.Malone
http://www.nba.com
BULLS
R.Guard
auto change
UTA
M.Maloney
IND
HOU
IN THE ZONE '98

Stadiums are also more alive and authentic, but something is missing. The crowd atmosphere needs more excitement. Most of the time the bouncing of the ball or the squeaking of the rubber soles is louder than the crowd.

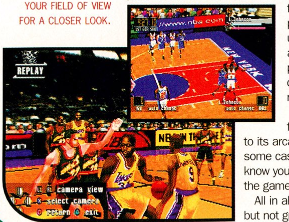
With the same engine as the last version, gameplay for the most part has stayed the same. This is where the problem occurs. The action is fast-paced as always, but there are delayed animations in some sequences. For example, during a fast-break when your man has a clear path to the basket and defenders are lagging behind, your player pauses slightly to gather himself, allowing the defenders to catch up. By the time the dunking animation has started, the defenders have caught up and are now in front of your player. It goes the same way when chasing a ball if you are in front of everybody. Your player pauses to pick up the ball and once again the rest of the pack is ahead of you to defend. Rebounding needs some work too.

Strategy is hardly found in this game due to its arcade-like action, but in some cases it would be good to know your sets and plays. Still, the game does have good AI.

All in all, it's another good—but not great—sequel.

—Dindo Perez

WANT TO SHOW OFF YOUR MONSTER DUNKS AND SWEET MOVES TO YOUR FRIENDS? REPLAY THEM FROM VARIOUS ANGLES, ROTATING YOUR FIELD OF VIEW FOR A CLOSER LOOK.


REPLAY
camera view
select camera
return
exit
http://www.nba.com
L.Johnson
NEW YORK
NY
auto change
ORL

box score

Pros

- Competitive AI
- Improved graphics, with a number of new player animations
- Fast-paced gameplay

Cons

- Delays in action sequences
- Dull ambiance

Official U.S. PlayStation Magazine Rating

● ● ◐ ○ ○

playSTATS

1 or 2 Players

Memory Card 1 block

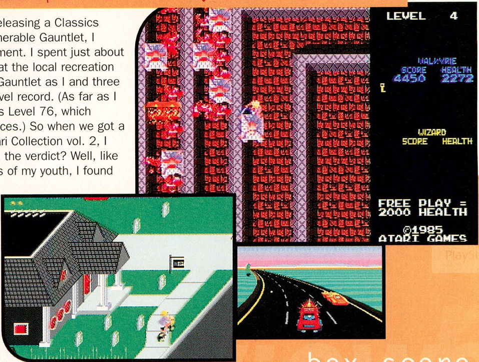
Midway

PlayStation
MIDWAY
ARCADE'S GREATEST HITS
THE ATARI COLLECTION 2
PAPERBOY
GAUNTLET
RoadBlasters
MIDWAY

AGH: ATARI COLLECTION 2

Yet another pothole on Memory Lane

When I heard that Midway was releasing a Classics collection that included the venerable Gauntlet, I could hardly contain my excitement. I spent just about every Friday night in junior high at the local recreation center, plunking endless quarters into Gauntlet as I and three friends tried to get past our previous level record. (As far as I remember, the furthest we ever got was Level 76, which required a $10 advance on our allowances.) So when we got a copy of Arcade's Greatest Hits: The Atari Collection vol. 2, I was the first in line to check it out. And the verdict? Well, like many others who have revisited the hits of my youth, I found that the games just aren't quite as good as I remembered.

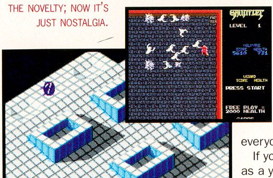

LEVEL 4
VALKYRIE
SCORE HEALTH
4450 2272
WIZARD
SCORE HEALTH
FREE PLAY = 2000 HEALTH
©1985 ATARI GAMES

Gauntlet, for example, seems a lot more monotonous than I remember; the levels are simplistic and the enemies repetitive. The option of jumping various levels reduces the linearity of the game a bit, but the bottom line is that this kind of game has been done so much better since the old days.

In fact, the games in this collection that I wasn't as heavily into as a lad are generally more interesting to me now than the others. Marble Madness, for example, was one that I didn't play all that much when it was in the arcades. But now, I feel it's easily the best game on the disc.

> WHEN YOU COME RIGHT DOWN TO IT, MOST OLD ARCADE GAMES DON'T REALLY STAND THE TEST OF TIME. PART OF THE ATTRACTION WAS THE NOVELTY; NOW IT'S JUST NOSTALGIA.

Now, as far as the conversions are concerned, most of the games have been reproduced faithfully. There are, however, a few graphical and sound issues which should have been handled better. For example, the Training Mode following each level of Paperboy appears as if in a haze, which I imagine is due to resolution differences between arcade cabinet screens and your everyday television.


GAUNTLET
LEVEL 1
VALKYRIE
SCORE HEALTH
5610 721
WIZARD
SCORE HEALTH
PRESS START
FREE PLAY = 2000 HEALTH

If you enjoyed these games as a youth, you'll appreciate the nostalgia. Unfortunately, there's not much more to this compilation than that.

—Joe Rybicki

box score

Pros

- Lots of old arcade greats
- Faithful graphic and sound translations
- Big nostalgia value

Cons

- Most of the old arcade greats aren't really all that great
- The controls could have been better translated
- I'm still waiting for a compilation with 720 on it!

Official U.S. PlayStation Magazine Rating

● ● ◐ ○ ○

NEWMAN HAAS
PlayStation

playSTATS

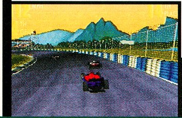
Analog Controller Compatible

1 or 2 Players

Memory Card 1 block

Psygnosis

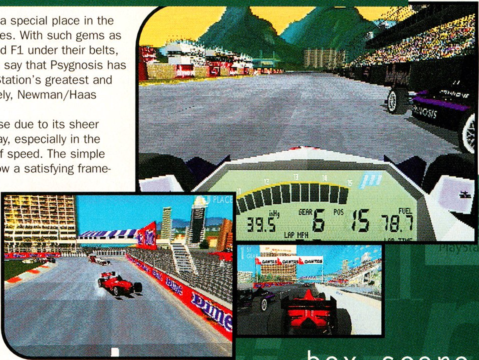
NEWMAN/ HAAS RACING



Maybe Newman should stick to salad dressing

Psygnosis is a name that holds a special place in the library of PlayStation racing titles. With such gems as WipeOut, Destruction Derby and F1 under their belts, it's not too much of a stretch to say that Psygnosis has been responsible for some of the PlayStation's greatest and most unique racing games. Unfortunately, Newman/Haas Racing is not one of them.

At first, the game shows great promise due to its sheer speed. Hauling ass down a straight-away, especially in the cockpit view, really gives you a sense of speed. The simple car models and low use of textures allow a satisfying frame-rate and make the game seem even faster than it is. But that sense of speed is a fleeting sensation, because as soon as you hit a turn you'll start to notice some of the significant flaws in the game's engine.

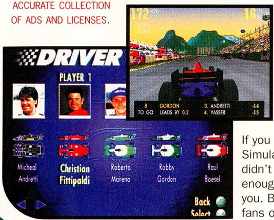


First of all, the controls, even in Analog Mode, feel like they haven't been properly tuned; turning seems either much too touchy or not nearly sensitive enough depending on the speed of the car. In addition, the physics are also extremely touchy; make the slightest contact with another moving car and your car is likely to suffer damage that causes it to pull strongly to one side, making driving all but impossible. Maybe that's what actually happens to these cars at those speeds, but I can't help feeling that a game should be a lot more forgiving. Oh, it's possible to turn damage off altogether, but then it feels like cheating.

THE GAME INCLUDES AN IMPRESSIVE NUMBER OF REAL-LIFE RACERS, AS WELL AS PLENTY OF REAL-LIFE TRACKS, EACH WITH AN ACCURATE COLLECTION OF ADS AND LICENSES.

The absolutely asinine voice-over commentary makes things even more frustrating. This is a case of a promising game engine which stalls under the weight of overly complex design. If you enjoyed the harsh Simulation Mode in F1, but didn't find it challenging enough, then this one's for you. But it's really for sim fans only.

—Joe Rybicki



box score

Pros

- Nice, fast game engine
- Real-life drivers, licenses and courses
- Plenty of options

Cons

- Purely for simulation fans
- Overly sensitive physics
- Idiotic announcers

Official U.S. PlayStation Magazine Rating

● ● ○ ○ ○

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Multi Tap Adaptable 1~8 Players | Memory Card 1 block | EA Sports

MARCH MADNESS 98

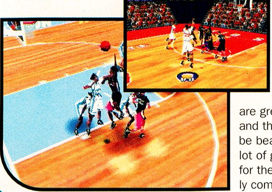
This game could go pro

After a long hiatus, EA Sports finally releases a new college hoops game. March Madness was built off the NBA Live 98 engine and tweaks it enough to give it its own spark. All the bells and whistles scream college ball from the Menu Screen graphics down to the marching band music. You can select different play modes including exhibition, season or tournament as well as having full control over game options.

The best feature of the game is easily the crisp gameplay. NBA Live 98 had the best control of any basketball game on the PlayStation and March Madness is no different. The characters still retain a slight floaty feeling that detracts from the realism of the game, but it's par for the course in all of the EA basketball series. The action is still explosive, and it's nice to know that the play is balanced out between teams to allow for a 104th ranked team to upset the number-one seed if the contest is strategically played. This is also the only basketball game with female players, and they represent their authentic college teams just like the guys. This adds a great dimension and value to the game. You can't pit the women against the men, but it really doesn't matter. On the down side, the shot percentage is, on average, very generous. Over the course of a season, the points scored by a team is head-turning. The graphics as well as the animation are a bit of a disappointment. They are far from bad, but they could have been so much better. Still, the high score is a good indication that the underlying gameplay in addition to the overall presentation of the game is strong enough to warrant the marks. The Season and Tournament Modes are great for single players and the multiplayer fun can't be beat. There aren't a whole lot of great basketball games for the PS so this one definitely comes recommended.

—Wataru Maruyama

IF YOU DON'T HAVE A MULTI-TAP YET, MARCH MADNESS IS A GOOD EXCUSE AS ANY TO SHELL OUT THE EXTRA DOUGH. DON'T BE AFRAID TO ASK YOUR BUDDIES TO CHIP IN!



box score

Pros

- **Great multiplayer challenge**
- **Momentum meter**
- **College band music**
- **Solid gameplay**
- **Men's AND women's teams**

Cons

- **Slightly blotchy graphics**
- **Overly generous shot percentage considering this is college ball**
- **Choppy animation**

Official U.S. PlayStation Magazine Rating

● ● ● ● ○

We give you Lara Croft's whole story!

- This special publication takes you deeper into the world of the digital heroine more than anything else before it. We offer huge and easy-to-use strategy sections to Tomb Raider and Tomb Raider II, in addition to a revealing look at the woman who personifies video games this year, Lara Croft!
- We went to England to visit Lara's creators at Core Design to get the inside and final word on her creation and meteoric rise to the top!
- Find out what the future has in store for Lara and ponder as we did who could play her IF Hollywood decides the world needs a Tomb Raider movie starring Lara Croft.
- Get the inside word from the witch doctors at 3DFX about the upcoming Voodoo^2 PC accelerator card. Read what they have to say about Lara and her rise to fame on the PC.

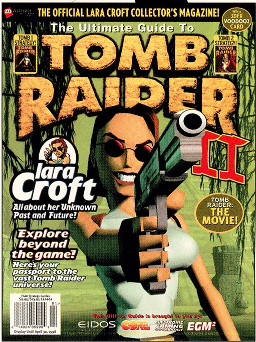
take the plunge

dress for success

buy her magazine

3Dfx makes lara cooler, baby

EIDOS INTERACTIVE CORE


THE OFFICIAL LARA CROFT COLLECTOR'S MAGAZINE!
WIN A 3DFX VOODOO2 CARD
The Ultimate Guide To
TOMB 1 STRATEGY!
TOMB 2 STRATEGY!
TOMB RAIDER II
lara Croft
All about her Unknown Past and Future!
TOMB RAIDER: THE MOVIE!
Explore beyond the game!
Here's your passport to the vast Tomb Raider universe!
EGM Strategy Guides
$9.95/$13.95 Canada
Display Until April 30, 1998
The Official Guide is brought to you by:
EIDOS CORE ELECTRONIC GAMING MONTHLY EGM²

Look for Lara's Official Collector's Magazine on Newsstands Everywhere!

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review recap

a roundup of the more notable titles of the past few months

Knight
This is your last chance.....
Where is he?

Final Fantasy Tactics

Ace Combat 2

PlayStation
ACE COMBAT 2
namco

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter combat.

OPM Rating ●●●●●

Bloody Roar

PlayStation
BLOODY ROAR

The newest fighter from SCEA sports loads of interesting options, most notably the ability to transform from human to beast at will. A quick fighting engine and intuitive controls earn points for this one, but the overall low level of difficulty prevents it from being truly great. Still, it's a solid, interesting addition to the PlayStation's stable of fighters.

OPM Rating ●●●◐○

Castlevania: SotN

PlayStation
Castlevania
Symphony of the Night

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Castlevania offers some of the best platform/adventure/RPG action on any system, with beautiful graphics, enthralling gameplay and three separate endings, to boot. A must-have for any gamer.

OPM Rating ●●●●●

Colony Wars

PlayStation
COLONY WARS

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. The story isn't exactly high art, but the hair-trigger controls put most other games of space combat to shame.

OPM Rating ●●●●●

Crash Bandicoot 2

PlayStation
CRASH 2

Naughty Dog and Universal Interactive took criticisms of the first Crash Bandicoot to heart when designing the sequel. Although very similar to the original, Crash 2 is more user-friendly, less linear, more honest in its challenges and even more impressive graphically. An all-around great platformer.

OPM Rating ●●●●○

Duke Nukem: Total Meltdown

PlayStation
DUKE NUKEM
TOTAL MELTDOWN

The man that redefined the 3-D corridor shooter has brought his bad self to the PlayStation at last. The level design and tough humor are the highlights here; Duke's one-liners give the game a personality that many other titles in the genre lack. The game retains its controversial themes, however, so parents be warned.

OPM Rating ●●●○○

Final Fantasy VII

PlayStation
FINAL FANTASY VII
SQUARESOFT

The most hyped RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under its overwhelming merits. RPG purists who are immune to awe may complain of the overly cinematic presentation. Ignore them. FFVII will redefine the genre.

OPM Rating ●●●●●

Final Fantasy Tactics

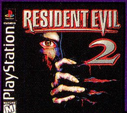
PlayStation
FINAL FANTASY TACTICS
SQUARESOFT

Squaresoft serves up a new kind of adventure in the Final Fantasy saga. Tactics is equal parts strategy and role-playing, with a focus on intricate, complex, turn-based battles in the style of Konami's Vandal Hearts. Although the graphics are less impressive than Final Fantasy VII, Tactics more than makes up the difference with sheer depth of gameplay. Although the game is complex to the point of micro-management, it should appeal to any lover of RPGs—provided you have plenty of patience.

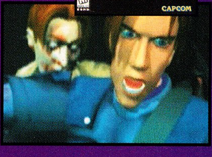
OPM Rating ●●●●○

recap pick of the month

Resident Evil 2



To say that Resident Evil 2 is leaps and bounds ahead of its predecessor in nearly every way is no small pronouncement. Nevertheless, it's true. This time around, the story is less laughable and far more chilling; voice acting and translation have been improved over the original, which also helps quite a bit. The game's unique "Zapping System" forces the story lines of the two main characters to overlap frequently, adding a whole new dimension to the game. And although the puzzles may be overly simplistic and the camera angles slightly awkward at times, the overall edge-of-your-seat excitement more than makes up the difference. RE2 produces as many solid scares as any top-notch horror flick, and does so with style. This is one superior adventure.



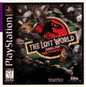
OPM Rating ●●●●●

Klonoa

Namco's platformer is delivered in the "2-and-a-half-D" style that made Crystal Dynamics' Pandemonium! popular, but is much cleaner-looking, as well as a great deal more complex. The ability to choose between multiple pathways makes each level more intricate—and consequently more challenging. Don't let the cartoony graphics fool you; this is no kiddie game.

OPM Rating ●●●●●

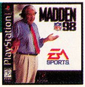
The Lost World: Jurassic Park



This game has a great deal of potential, but fails—in a big way—to deliver the goods. The absolutely amazing dinosaur animations can't redeem this one; it manages to break every sensible rule of platform gaming. If you're into good gameplay, go dig somewhere else.

OPM Rating ●●●●●

Madden NFL 98



This time, the competition is tough enough to push Madden out of the top spot of video football. An emphasis on strategy and simulation is tarnished by dated graphics and questionable AI. Still, the bottom line is, Madden is the Coke to GameDay's Pepsi—mostly a matter of taste.

OPM Rating ●●●●○

MK Mythologies: Sub-Zero

This unusual new title in the Mortal Kombat legacy isn't quite sure whether it wants to be a fighting game, a platformer or an RPG. The addition of some unsatisfactory platform elements to the MK formula makes things more frustrating than they should be. If nothing else, it is a new take on the franchise. It's best for MK fans looking for something new.

OPM Rating ●●◐○○

NFL GameDay 98

SCEA has fought their way to the top of the football heap with a completely revamped, polygonal graphics engine and gameplay that is fast, furious, and just plain fun. Great AI makes this game nicely challenging, and a host of options and Easter eggs lets players customize to their hearts' content.

OPM Rating ●●●●●

Point Blank

Namco's second Guncon game is an entertaining, unoffensive collection of literally dozens of shooting-gallery mini-games. In addition to a dead-on port of the arcade version, the home game includes an amusing Quest Mode for those who want a bit of story to justify shooting things. Some balance issues make the mini-games either too easy or too hard, but don't hurt the universal appeal too much.

OPM Rating ●●●◐○

Riven: The Sequel to Myst

This complex, cerebral collection of puzzles is superior to Myst in every way. Amazingly photo-realistic graphics, stunning sound and puzzles which are more sensibly integrated into the game help players lose themselves in the touching story. Some graphical and sound glitches mar this work of art, but only slightly.

OPM Rating ●●●●●

Skullmonkeys

Beautiful, clay-rendered characters and environments give this game character beyond the standard platformer, and some truly unusual power-ups and abilities also complement the good, solid platform gameplay. The only major problem is the relatively weak Bosses, but the number of levels easily makes up for it.

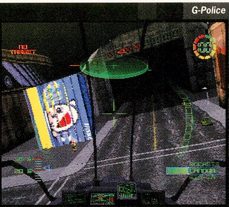
OPM Rating ●●●●●

Tomb Raider II

Although this sequel is at its heart just more of the same, the inclusion of vehicles for Lara to pilot (a small speedboat and a nicely realistic snowmobile) adds some plain old arcade-style fun to a game that can become a bit too ponderous at times. One would expect the graphics to be better than the original, though.

OPM Rating ●●●●◐

G-Police



Additional Ratings at a Glance

Alundra	●●●●○
Armored Core	●●●◐○
Cool Boarders 2	●●●●○
Croc	●●●●○
G-Police	●●●●◐
Ghost in the Shell	●●●●○
Intelligent Qube	●●●○○
Jet Moto 2	●●●◐○
Marvel Super Heroes	●●○○○
Micro Machines	●●●●●
Moto Racer	●●●●●
NASCAR 98	●●●●○
NBA Live 98	●●●●◐
NCAA Football 98	●●○○○
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
Nuclear Strike	●●●●◐
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Resident Evil: DC	●●●○○
Spawn: The Eternal	●●○○○
Star Wars: MoTK	●●●○○
Street Fighter EX + α	●●●●○
Test Drive 4	●●●◐○
Treasures of the Deep	●●●●○

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10 Criminally Overlooked PlayStation Picks

compiled by the *OPM* staff

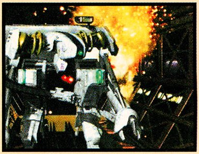
Like the film industry, the video game business primarily is driven by blockbusters. Typically, high-profile sequels like Resident Evil 2, Tekken 2 and Tomb Raider II grab the lion's share of retail dollars, leaving the rest of the pack to fight over what's left of the pie. Whether it's due to poor timing, poor marketing or some other intangibles, many good games simply seem to fall through the cracks. After failing to achieve hit status, these titles are quickly discounted by retailers and ultimately forgotten.

While we at OPM *primarily prefer to focus on the latest releases and forthcoming titles, we feel it's our duty to look back occasionally and highlight a handful of titles that, for whatever reason, failed to gain the audience they deserved.*

Many of these games can be found in the bargain bin at your local software store or at shops that specialize in reselling used titles. Still not sure they're worth the investment? Consider this: How many awesome movies have you missed during their brief theatrical runs only to discover them on video or late-night cable television? Wouldn't your video library be much poorer without these box-office duds? Similarly, new PlayStation owners, gamers on a budget or anyone wanting to add a little depth to their game library really can't go wrong purchasing any one of the following PlayStation underachievers:

Brahma Force:
The Assault on Beltlogger 9

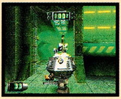
Publisher: Jaleco
Released: April 1997
Description: An unofficial sequel to Epidemic, Brahma Force featured intense mechanized corridor combat aboard an ill-fated space station. The added ability to jump hundreds of scale feet into the air transformed Brahma Force from a DOOM clone into a sort of first-person mech platform game.



This game could've been a contender if Kileak: The DNA Imperative and Epidemic weren't so forgettable.
We like the game because it plays like Jumping Flash! on steroids.
Check this game out if you like 3-D corridor shooters and/or mech combat.

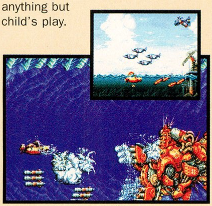
Disruptor

Publisher: Interplay
Released: Nov. 1996
Description: In Disruptor, another corridor shooter, the gamer played the role of a psychically enhanced commando out to rid the universe of alien scum. The game's gorgeous graphics outshined contemporaries like Doom, while your character's psychic powers, which could be used both offensively and defensively, infused the game with an element of strategy lacking in most other games in the category.
This game could've been a contender if Doom didn't exist.
We like the game because of its imaginative levels and psychic weaponry.
Check this game out if you remotely enjoy corridor shooters.



In the Hunt

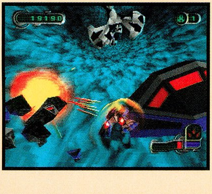
Publisher: T*HQ
Released: March 1996
Description: Created by the developers of Metal Slug, In the Hunt had some of the most meticulously detailed hand-drawn graphics ever to grace a 2-D shooter. While the look of the game was cartoonish, In the Hunt's aquatic combat was anything but child's play.



This game could've been a contender if 2-D shooters weren't so underappreciated in America.
We like the game because of its detailed hand-drawn graphics and tried-and-true gameplay.
Check this game out if you like shooting endless squadrons of little submarines.

Nanotek Warrior

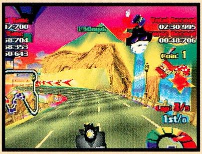
Publisher: Virgin
Release date: April 1997
Description: A cross between S.T.U.N. Runner, Tempest and Star Castle, Nanotek Warrior provided a welcome dose of old-school shooting dressed in retro-looking shaded polygons. Players piloted a microscopic ship along (and often inside) a long cylinder, blasting anything that moved.



This game could've been a contender if it weren't for its confusing title and lame packaging.
We like the game because of its classic, arcade-style gameplay.
Check this game out if you loved arcade shooters of yesteryear.

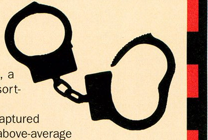
Motor Toon Grand Prix

Publisher: SCEA
Released: Oct. 1996
Description: While the original Motor Toon Grand Prix never made it to the U.S., Motor Toon Grand Prix 2 did see the light of day Stateside, although the 2 was dropped from the title for obvious reasons. The game had the same psychedelic graphics and oddball cast of characters as its predecessor, while the game's tracks, which included a haunted castle and a giant dwelling appropriately named Gulliver's House, were even more challenging.

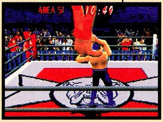


This game could've been a contender if it starred famous cartoon characters.
We like the game because of its stretchy cars, comical weapons, over-the-top announcer and innovative tracks.
Check this game out if you want a Mario Kart-type racer for PlayStation.

Power Move Pro Wrestling



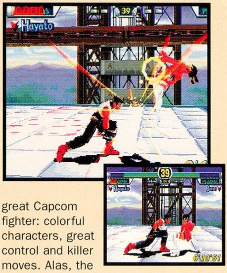
Publisher: Activision
Released: Nov. 1996
Description: Known as Toukon Retsuden in its native Japan, Power Move Pro Wrestling had it all: great graphics, a wide assortment of motion-captured moves, above-average control—everything, that is, except a WCW or WWF license. Had the game starred such real-life grapplers as Hollywood Hogan or "Stone Cold" Steve Austin, Power Move Pro Wrestling could have bodyslammed the competition.



This game could've been a contender if it starred real-life wrestlers.
We like the game because of its highly technical grappling and great graphics.
Check this game out if you find fictitious wrestlers as entertaining as the "real" ones.

Star Gladiator

Publisher: Capcom
Released: Oct. 1996
Description: Capcom's first foray into the 3-D fighting arena, Star Gladiator had all the earmarks of a great Capcom fighter: colorful characters, great control and killer moves. Alas, the one thing it didn't have was Ken or Ryu...



This game could've been a contender if it had a few more human characters and easier to unlock endings.
We like the game because it played like a Capcom fighter—in 3-D.
Check this game out if you were disappointed by Star Wars: Masters of Teräs Käsi.

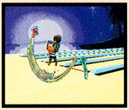
Tecmo's Deception

Publisher: Tecmo
Released: Nov. 1996
Description: Tecmo put a spin on the popular action/RPG genre by allowing you to play as the villainous master of a mysterious castle out to trap and/or destroy any interloping do-gooders who set foot in your crib. As the game progressed, players could build new additions to their castle and create increasingly sadistic traps.
This game could've been a contender if people weren't put off by its unconventional gameplay and lame print ads.

The great power of the Dark has been locked here in this Castle.

We like the game because of its dark story and the ability to create your own traps.
Check this game out if you've grown tired of trapping and torturing small animals.

Ten Pin Alley



Publisher: ASC Games
Released: Nov. 1996
Description: Ahhhh, bowling. The thrill of victory. The agony of wearing someone else's shoes. We're at a loss to explain why ASC's Ten Pin Alley, which featured believable pin physics while humorously lampooning bowling culture, didn't catch on. Maybe the game's recent induction to St. Louis, MO's Pro Bowling Hall of Fame will help. Then again, maybe it won't.
This game could've been a contender if it starred Bill "Big Ern" Murray of *King Pins* fame.
We like the game because of its realistic pin physics and polyester-clad competitors.
Check this game out if it's league night and you can't get a lane.

Tobal No. 1

Publisher: SCEA
Released: Oct. 1996
Description: Developer Squaresoft's first 32-Bit title, Tobal No. 1 boasted character designs by acclaimed manga artist Akira Toriyama (of Dragon Ball fame) and was designed by ex-Namco and Sega fighting gurus. Tobal No. 1 played at a blazing 60 fps—the first console fighter to do so—and included a unique Quest Mode. Oh, it also included a playable demo of some game called Final Fantasy VII...

This game could've been a contender if Tekken didn't exist.
We like the game because of its unconventional characters, highly technical combat and stellar soundtrack.
Check this game out if you've lost all hope Tobal 2 will ever make it to the States.

If you follow our advice and pick up one or more of the previous titles, we'd like to hear about it. Also, let us know if one of your favorite PlayStation games tanked at the stores. Maybe we'll include it in a future roundup of forgotten gaming gems.

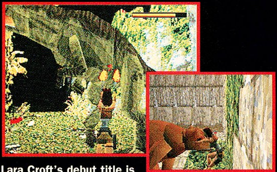
PlayStation Greatest Hits

To further assist you in your bargain shopping, we've included a list of every game in the Greatest Hits collection for the PlayStation. Considering that each one of these games sold over a hundred thousand copies, we can't exactly say they were "overlooked." But at $19.95 a pop, they won't put too big of a dent in your pocketbook, either. These are some of PlayStation's true classics, each one proven by its respectable sales record.

As of this writing, one more title of note has been slated for induction to the Greatest Hits Collection: a unique little adventure game called **Tomb Raider**. That's right, now that Tomb Raider II is available, you can pick up the game that spawned a sensation for less than half its original suggested retail price. Please note: At this point, the addition of Tomb Raider to this list is subject to the final legal details. But as long as nothing goes wrong in the approval process, it should be available on store shelves—at its new price—by the time this issue reaches the stands.

And now, without further ado, here is the complete list of all of PlayStation's Greatest Hits to date.

2Xtreme	**SCEA**
Air Combat	**Namco**
Battle Arena Toshinden	**SCEA**
Crash Bandicoot	**SCEA**
Destruction Derby	**Psygnosis**
Die Hard Trilogy	**Fox**
Doom	**Midway**
Jet Moto	**SCEA**
Loaded	**Interplay**
Mortal Kombat Trilogy	**Midway**
NFL GameDay	**SCEA**
NFL GameDay '97	**SCEA**
NHL FaceOff	**SCEA**
NHL FaceOff '97	**SCEA**
Rayman	**Ubi Soft**
Ridge Racer	**Namco**
Tekken	**Namco**
Twisted Metal	**SCEA**
WarHawk	**SCEA**
WipeOut	**Psygnosis**
WWF Wrestlemania	**Acclaim**



Lara Croft's debut title is now part of PlayStation's Greatest Hits.

Missing Something?

Did you miss out on these classic issues the first time?

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Each issue is bursting with previews and reviews of the hottest games as well as the most in-depth and comprehensive game strategies available in a magazine. There's lots of cheat codes as well! To order, simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to: ***Ziff-Davis, Inc.*** For shipping and handling add $2 for U.S., $3 for Canada and $5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to: ***Ziff-Davis, Inc. Back Issues 1920 Highland Avenue, #222 Lombard, IL 60148***

Official U.S. PlayStation Magazine
Volume 1 Issue 1
PREMIERE ISSUE!
EXCLUSIVE DEMO DISC
GHOST IN THE SHELL
KILLER FINAL FANTASY VII STRATEGY GUIDE
THE LATEST ON DEATHTRAP DUNGEON NIGHTMARE CREATURES JET MOTO 2

Issue #1– $15
October 1997

Ghost in the Shell Feature
Final Fantasy VII Strategy

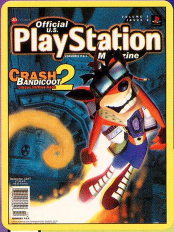
Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force
non-playables: Tomb Raider II, NFL GameDay 98

Official U.S. PlayStation Magazine
PaRappa The Rapper

Issue #2– $10
November 1997

PaRappa the Rapper Feature
Bushido Blade Strategy

Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars
non-playables: NHL FaceOff 98, Ghost in the Shell



Official U.S. PlayStation Magazine
Crash Bandicoot 2

Issue #3– $10
December 1997

Ultimate PlayStation Setup
Cool Boarders Strategy

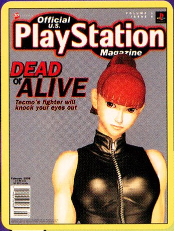
Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kåsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One

Official U.S. PlayStation Magazine
Resident Evil 2

Issue #4– $10
January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2



Official U.S. PlayStation Magazine
Dead or Alive
Tecmo's fighter will knock your eyes out

Issue #5– $10
February 1998

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer
non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

Official U.S. PlayStation Magazine
Final Fantasy Tactics

Issue #6– $10
March 1998

Final Fantasy Tactics Feature
A Look Ahead to '98

Demo Disc includes:
playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: NBA ShootOut 98, Saga Frontier, Alundra, Mega Man Neo

RESIDENT EVIL 2

After generating a record 125,000 preorders, Capcom's long-awaited Resident Evil 2 finally hit store shelves in January. The game garnered top scores from numerous gaming publications, including a perfect five-disc rating from *Official U.S. PlayStation Magazine*. Not wanting to jump the gun and deliver a less-than-accurate strategy guide, we were forced to wait until we received a production version of RE2 to prepare this strategy guide. (Capcom has been known to change item locations and tweak gameplay right up until a game's release date.) We went 'round and 'round trying to decide the best format for this guide. Feeling that a room-by-room walk-through pretty much destroys tension and eliminates the element of surprise, we instead decided to provide large, detailed maps that depict every item location in the game. Thanks to numerous diaries and other clues, the game's puzzles aren't exactly mind-benders, provided you can find all the necessary items. A bare-bones walk-through has been provided if you get stuck. Because they share more similarities than differences, Claire's and Leon's maps have been combined for this guide. Items unique to each character's quests have been marked with male and female symbols. Additionally, areas that can be accessed by only one of the two main characters have been color coded.

MAP KEY:

🟥 Areas exclusive to Claire
⬜ Areas exclusive to Leon
🟦 Common areas
♀ Items exclusive to Claire
♂ Items exclusive to Leon
▮ Doors (Any color other than yellow will require a key to open)
○ Manholes
☐ Elevators
Ħ Ladders
┇ Stairs

RACCOON CITY AREAS

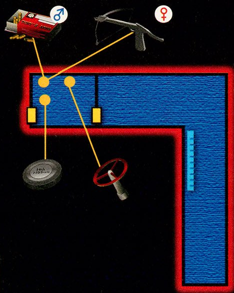
A

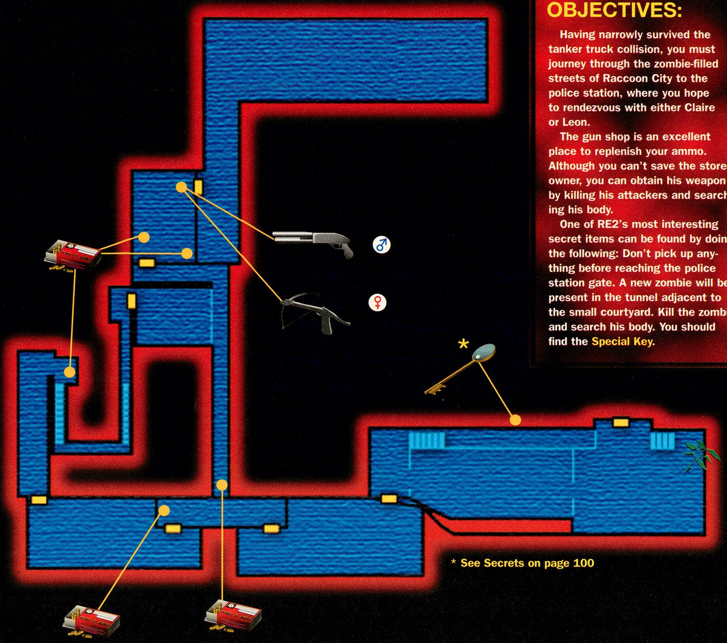
OBJECTIVES:

Having narrowly survived the tanker truck collision, you must journey through the zombie-filled streets of Raccoon City to the police station, where you hope to rendezvous with either Claire or Leon.

The gun shop is an excellent place to replenish your ammo. Although you can't save the store owner, you can obtain his weapon by killing his attackers and searching his body.

One of RE2's most interesting secret items can be found by doing the following: Don't pick up anything before reaching the police station gate. A new zombie will be present in the tunnel adjacent to the small courtyard. Kill the zombie and search his body. You should find the **Special Key**.

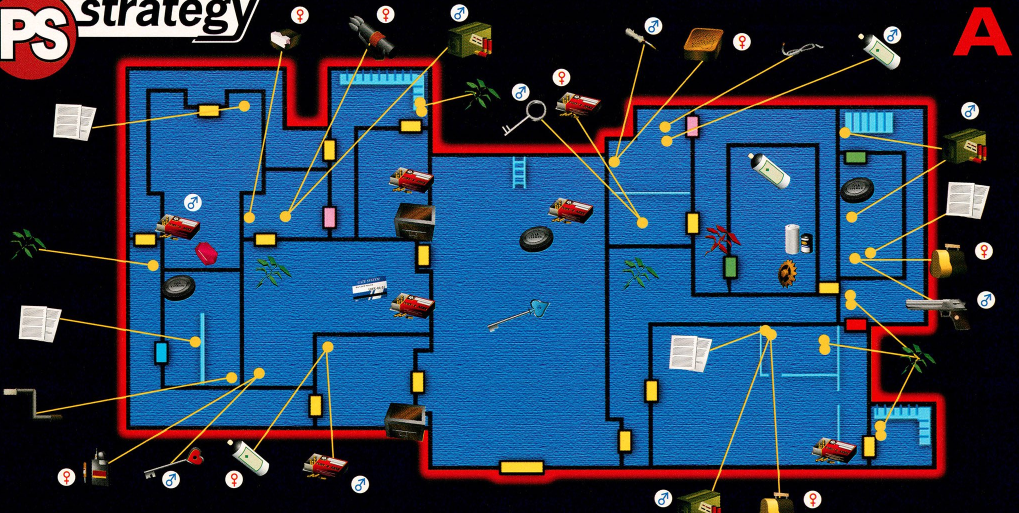




* See Secrets on page 100

OBJECTIVES:

You can't reach this area until a little later. Aside from the very beginning of Claire's and Leon's B quests, this is the only street-level, exterior portion of Raccoon City you'll see in the game. In addition to Claire's **Bow Gun**, the Cabin at the end of the lane contains the **Valve Handle**, which is used to solve a puzzle on the roof and to operate three devices down in the dank sewers of Raccoon City. Although you're sure to be tempted, don't open the door near the typewriter. (It leads to the zombie-filled streets where Leon and Claire both begin their B missions.)

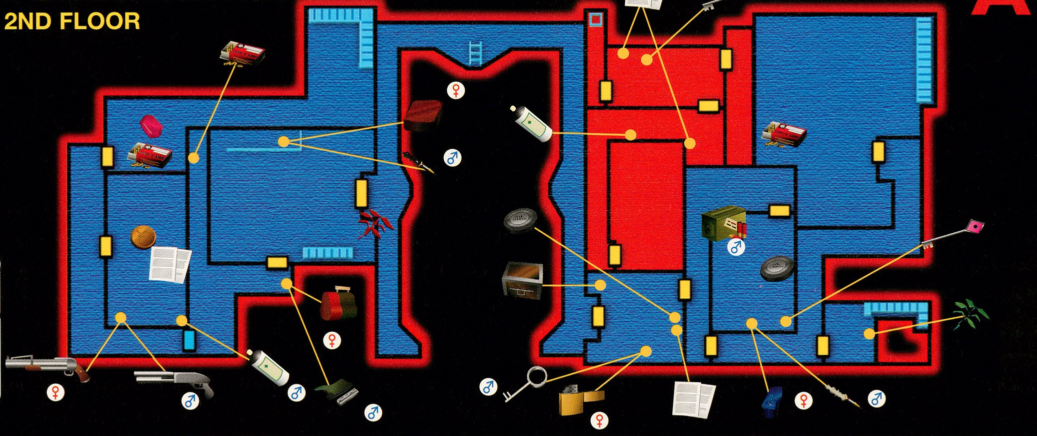


POLICE STATION 1ST FLOOR

OBJECTIVES:

Use the **Blue Key Card** the injured cop gives you to unlock two of the Main Hall's doors. Light the fireplace in the storage room adjacent to the Briefing Room to obtain the first **Red Jewel**. Unfortunately, Claire can't get the jewel until she obtains the **Lighter**, found on second floor (see map). At the top of the west stairs, you'll find the second **Red Jewel** in the clutches of an ominous statue. Push the two smaller statues onto the floor triggers to release the jewel. Note: Make sure the two statues are facing the center statue. Insert the **Unicorn Medal**, found in the 2nd floor S.T.A.R.S. Office, at the base of the Main Hall's fountain statue to obtain the **Spade Key**. Enter the room near your first Licker encounter and use the stepladder to obtain the **Crank**. The **Special Key** (see Secrets on page 100) may be used in the storage room adjacent to the Darkroom to obtain alternate outfits for both Claire and Leon and the Colt S.A.A. revolver for Claire. Journey to the second floor Library. After falling through the rotten floor boards, push the switch to move the right-most book shelf. Arrange the bookshelves to match the pattern shown beneath the small gladiator painting. (It's located where you fell through the floor.) After aligning the bookshelves properly, Leon will obtain the **Bishop Plug**, while Claire will get the **Serpent Stone**. (These items are used to solve puzzles found later in the game) After exiting the Library, lower the automatic ladder located on the balcony overlooking the Main Hall. Claire should backtrack now to pick up the first Red Jewel.

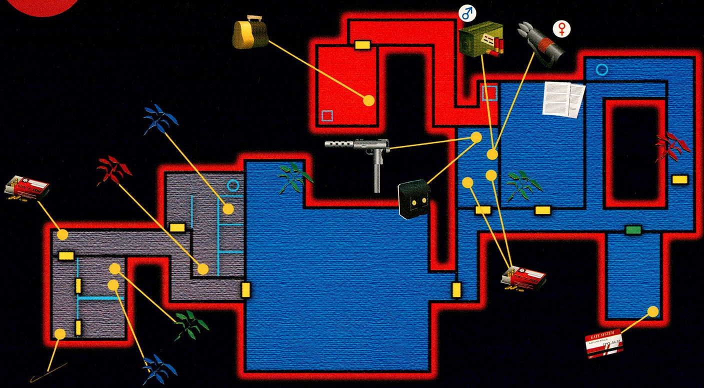
POLICE STATION
2ND FLOOR



OBJECTIVES:

If you haven't already, grab a more powerful weapon from the locker in the S.T.A.R.S. office. Run past the burning helicopter wreckage on the roof and down the stairs. Head for the small Cabin, where you'll find the **Valve Handle**. (A map for this area is back on the opening spread of this strategy guide.) Back on the roof, use the Valve Handle to rupture the storage tank and extinguish the helicopter. Go back inside and head for the second floor hallway where the chopper punched through the wall. Enter the room on the right and insert the Red Jewels into the two statues on the wall. The center statue's breast plate will open, revealing the **Bishop Plug** for Leon or half of the **Jaguar Stone** for Claire. Be sure to grab the **Diamond Key** before leaving. At this point, Claire's and Leon's quests diverge a bit. Claire should head for the Locker Room at the bottom of the west stairs, where she'll find the **C4 Explosive**. Exit the Locker Room into the room where you encountered the injured cop. Enter this room's interior office to find the **Detonator**. Combine the C4 and Detonator, so Claire can blow open the door by the helicopter wreckage. (See red area on map above.) After encountering Chief Irons and Sherry, Claire will find the **Heart Key** on the Chief's desk. The picture behind the Chief's desk slides to reveal slots for the three engraved stones (more on this later). With Diamond Key in hand, go down to the first floor Interrogation Room, where Claire will find the **Eagle Stone**. After solving the Red Jewel puzzle, Leon should head for the Interrogation Room, where he'll find the **Rook Plug**. Now visit the room containing the injured cop. After tangling with your former pal, Leon will find the Heart Key. At this point, both Claire and Leon should have three of the four keys (Spade, Heart and Diamond) and are ready to journey into the bowels of the Raccoon City Police Department. Go through the first floor's East Office and unlock the door at the end of the hall. There will be a long hallway containing a green herb and several windows. If you found the length of the electrical **Cord**, you can use it here or way back at the sight of your first Licker encounter to lower the window barriers. Go down the stairs at the end of the hall that lead to the basement.

POLICE STATION B1



OBJECTIVES:

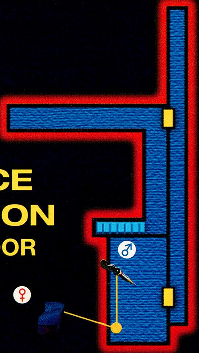
Head for the Mechanical Room and route the power correctly by arranging the switches in the following fashion: Up, Down, Up, Down. At this point, Leon should head for the Parking Garage, where he and Ada can move the police van to reach the Detention Area. Use the **Manhole Opener** to head down into the Sewage Disposal Area. You can't unlock the Weapons Room until you retrieve the **Club Key** (see Sewage map) and the **Red Key Card** from the Autopsy Room.

OBJECTIVES:

In the I-shaped Sewage Disposal room, Leon will encounter the Chess Plug Panel. You can insert the plugs you currently have, but you won't be able to open the door quite yet. After gaining control of either Ada or Sherry, head for the room with the three wooden crates. Align the crates in a line and flood the lower compartment, creating an impromptu bridge. Grab the **Club Key** and return to the site where you left your principal character. With Club Key in hand, journey back to the Media Room (green door), on the first floor of the police headquarters.

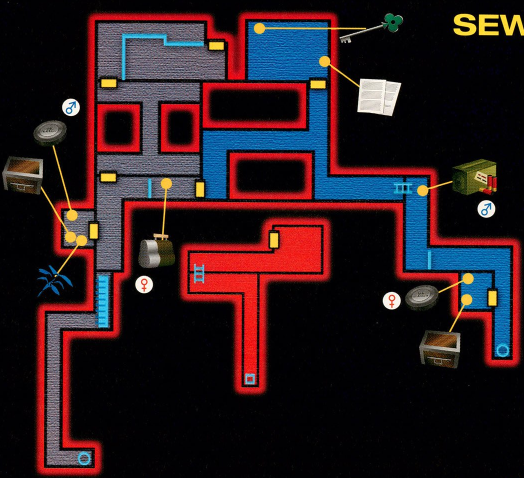
Light the furnace and turn the wall handles in the following order: 12, 13, 11. The **Gear** should fall off the painting on the opposite wall. Now head all the way up to the third floor Clock Tower. Use the Crank to lower the stairs and insert the Gear into the clock. After pressing the button, the rusty door should open, revealing Leon's **Knight Plug** or Claire's missing **Jaguar Stone** half. Leon should slide down the newly opened chute, but Claire needs to return to the Chief's Office and insert the three engraved stones behind the painting.

POLICE STATION
3RD FLOOR



A

SEWAGE DISPOSAL

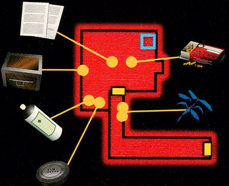


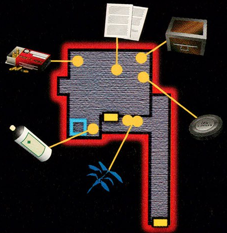
OBJECTIVES:

If you haven't done so already, you may want to visit the Weapons Room, located in the Basement of the police headquarters. Use the Club Key to unlock the Autopsy Room, where the **Red Key Card** can be found, but be prepared for some resistance. If you correctly routed the power, the key card reader outside the Weapons Room should be operational. In addition to extra ammo, the Weapons Room contains a locker, housing both a **Submachine Gun** and a **Side Pack**. Here is one of the first instances where Capcom's "Zapping System" comes into play; if you leave one or both items behind, those items will be waiting for Claire or Leon in their B missions. We suggest leaving the gun.

At this point, Leon should return to the I-shaped Sewage Disposal room to complete the chess plug puzzle; however, the Alien-like chest burster that tore its way out of Ben the reporter will be waiting for you. Doesn't sound very threatening? Well, it grows up in a hurry. Better use the heavy artillery but watch out for the smaller slug-like creatures the Boss vomits. After Claire completes the stone puzzle, the Chief's private elevator will be revealed. Take it down to the Chief's Taxidermy Room, where you'll confront Raccoon City's top cop, himself. After the chief suffers his untimely demise, stock up on ammo before heading down the trap door to face the Boss beast.

SEWERS B1





OBJECTIVES:

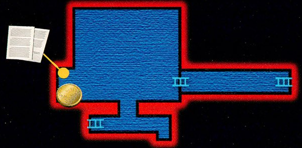
Before entering the main part of the sewer, both Leon and Claire have the opportunity to stock up and catch their breath. Be sure you have the Valve Handle with you, as it is needed to raise and lower an automated bridge and to stop a fan blade (more on these to come). In addition to a Health Spray, Typewriter Ribbons, Ammo and a Blue Herb, Control Room 2 (shown to right in grey) also contains a suspicious-looking cabinet. Slide the cabinet aside to reveal a hidden ladder. Descend into a darkened store room. The room can be illuminated by lighting two oil lamps, located on the walls. Grab the previously obscured Shotgun Shells and Magnum Bullets and be on your way.

A

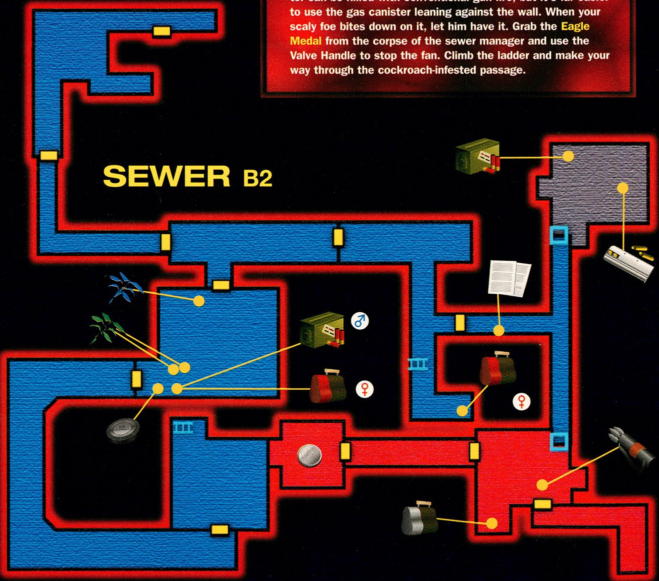
OBJECTIVES:

If you're playing as Leon, you will briefly assume control of Ada. After regaining control of your primary character, use the Valve Handle to lower and then raise the automated bridge. Next you must defeat the fearsome giant alligator. The alligator can be killed with conventional gun fire, but it's far easier to use the gas canister leaning against the wall. When your scaly foe bites down on it, let him have it. Grab the **Eagle Medal** from the corpse of the sewer manager and use the Valve Handle to stop the fan. Climb the ladder and make your way through the cockroach-infested passage.

SEWER B1



SEWER B2

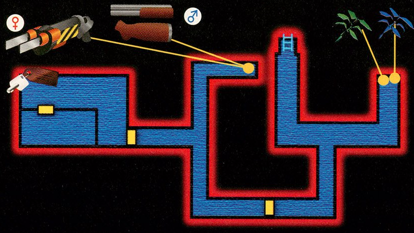


OBJECTIVES:

If you're playing as Leon, search the corpses of the two Umbrella agents that were sliced and diced by good old Billy Birkin during his fit of rage. You should find the **Wolf Medal** on one of them. Now make your way back to the curtain of water that obstructs your path. Fortunately, you'll have Ada with you to help take care of any zombies foolish enough to get in your way. If you fire a shot or two, Ada will begin firing, also. If you let her, she'll take care of most of the baddies. Insert the two Medals in the machine near the curtain of water to remove the obstruction. Like Leon, Claire will find the Eagle Medal on the corpse of the sewer manager; however, the Wolf Medal cannot be obtained before beating the alligator. Once again, you may fight the alligator conventionally or use the handy gas canister. After you're reunited with Sherry, grab the Wolf Medal and head for the curtain of water. Insert the two coins into the nearby machine to stop the flow of water then exit through the newly exposed door.

A

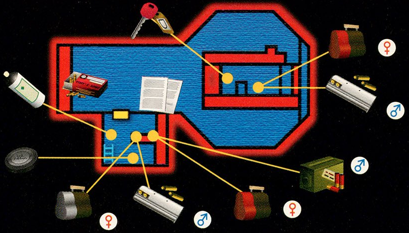
VACANT FACTORY B1



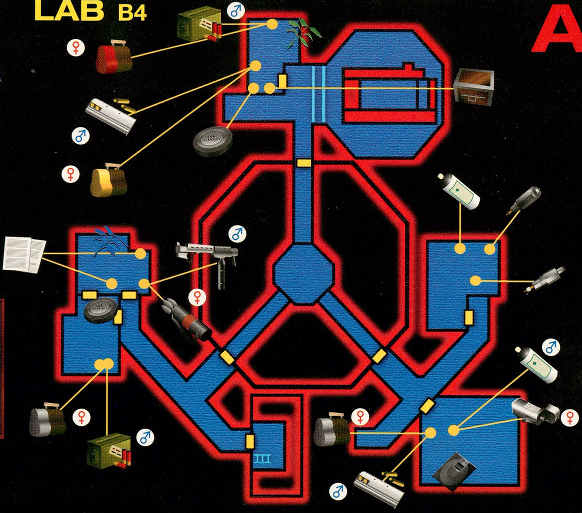
OBJECTIVES:

Take the transport to the vacant factory. As you exit the transport, you'll notice a Flare Gun. Light the Flare Gun to illuminate the area. Grab the **Weapon Box Key** glimmering in the light. While you're in the factory, be sure to grab the **Shotgun Parts** for Leon and the **Spark Shot** for Claire. Grab the **Control Panel Key** inside the large mechanical elevator and use it on the panel immediately outside.

VACANT FACTORY 1F



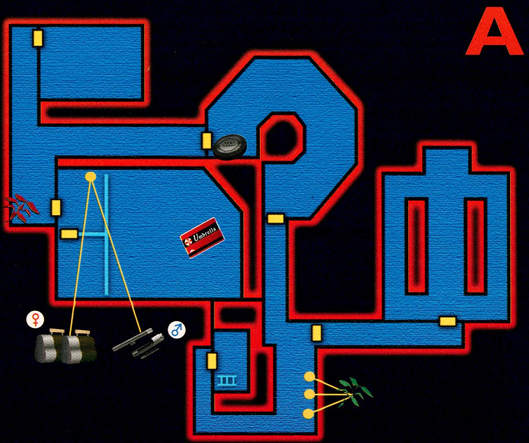
LAB B4



OBJECTIVES:

The first order of business upon reaching Umbrella's secret lab is to restore power to the complex. Insert the **Fuse Case** into the machine and use the robotic arm to produce the **Main Fuse**. Insert the Main Fuse into the Generator, found near the hub of the complex. Use Fire Rounds or the Flamethrower to kill the tentacled plant in the scientists' sleeping quarters. If you choose to turn on the Anti-B.O.W. gas, it will make it easier to defeat certain enemies. If you crawl through the air shaft, you'll find Ammo, Ink Ribbons and a useful clue. Oh, you may find a couple of Lickers, too. Open the door to the West Area and head down the ladder. You can't kill the huge plant that stretches between both floors of the laboratory, so don't waste your ammo trying. A map of the laboratory's lower level can be found near the wall of computer monitors.

LABORATORY B4



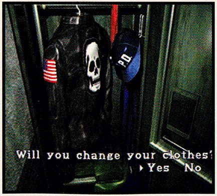
OBJECTIVES:

Use the Weapon Box Key to obtain Grenade Rounds for Claire or the **Magnum Parts** for Leon. Grab the Red Key Card from the nearby lab and use it to enter the Moth Room. Use the password "GUEST" to register on the Moth Room's computer. Go back upstairs and register your fingerprint on the machine behind the double doors. Enter the door marked "East Area" to retrieve the **MO Disk**. After encountering Ada and Annette, Leon should head for the emergency elevator, where he must face Birkin one last time. After Annette gives Claire the instructions on how to prepare the G-Virus Antidote, head for the first-floor room marked "East Area" to **Vaccine Cartridge**. Insert the cartridge into the V.A.M. to make the **Base Vaccine**. Now head back to the room where you found the Lab Key Card and insert the Base Vaccine into the Vaccine Machine. With the finished Vaccine in hand, head for the locked door near the bank of security monitors. Insert the MO Disk and head for the elevator platform; however, make sure you're equipped for one last fight.

SECRET FILES

HIDDEN OUTFITS

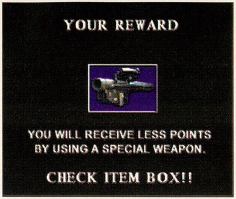
As we previously mentioned, a new zombie will appear in the tunnel outside the police headquarters if you don't pick up anything before entering the gate. Kill the zombified S.T.A.R.S. team member to gain the Special Key. The key can be used in the storage room by the Darkroom to get an new outfit and the quick loading Colt S.A.A. revolver for Claire.



Will you change your clothes?
▸Yes No

HIDDEN OUTFITS

Opening the locker with Leon will yield not one but two new outfits for the latest addition to Raccoon City's police force to choose from. One outfit includes a R.P.D. hat and a sleeveless blue undershirt. The second has a black leather jacket with a cool-looking skull on the back. Changing outfits also changes Leon's shooting stance into a one-handed, John Woo-style stance.


YOUR REWARD

YOU WILL RECEIVE LESS POINTS BY USING A SPECIAL WEAPON.

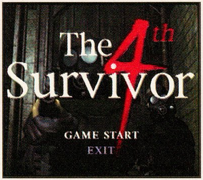
CHECK ITEM BOX!!

INFINITE WEAPONS

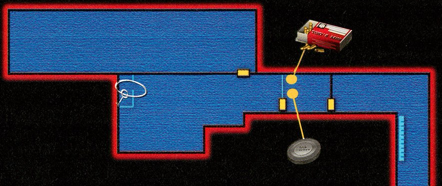
If you're good enough to earn an A rating in RE2, you'll receive one of three infinite guns as a reward. To get the Machine Gun, beat either Claire's or Leon's B mission without the aid of a Health Spray. Beating either B mission without saving will earn you the Gatling Gun, while the Rocket Launcher can be had by beating all four missions, taking less than two and a half hours for each. The new weapons will appear the first item box you encounter.

HUNK AND TOFU

RE2 also contains two challenging minigames for the best players to complete. To play as an Umbrella agent, you must earn a Superior ranking after completing a B mission (no saves, no use of health sprays and extremely short playing time). To play as the comical Tofu, you must finish all scenarios at least four times. His mission takes him along the same route as Hunk, the difference being that he's only armed with a knife and spouts random Japanese phrases when flustered. You must also have a game saved as Hunk, the Umbrella agent.



RACCOON CITY AREA

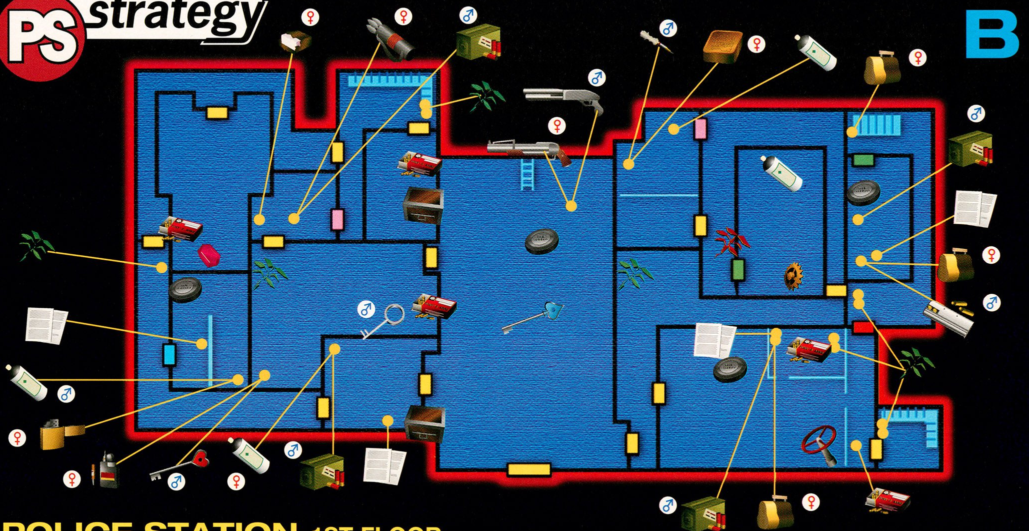


B

OBJECTIVES:

Congratulations! You've beaten the game as either Claire or Leon, but, as Leon states at the end of the first mission, "This is just the beginning." Now it's time to get the other main character out of Raccoon City in one piece. Like the first mission, Mission B begins immediately after the tanker truck collision. This time, however, you exit the police car on the opposite side. Upon entering the gated area, head for the small office on the right and grab the **Cabin Key**. Use the key to enter the Cabin, where you found the Valve Handle last game.

The door through which you enter, as you probably recall, produced the surprise zombie attack. This time, however, there are only a box of Ammo and Ink Ribbons present. Upon making your way to the roof, you'll learn how the helicopter ended up as little more than a flaming scrap heap. This is another aspect of Capcom's Zapping System; in addition to directly affecting the other character's game, you also get to witness many of the same events from a different perspective. Additional instances of this occur later.



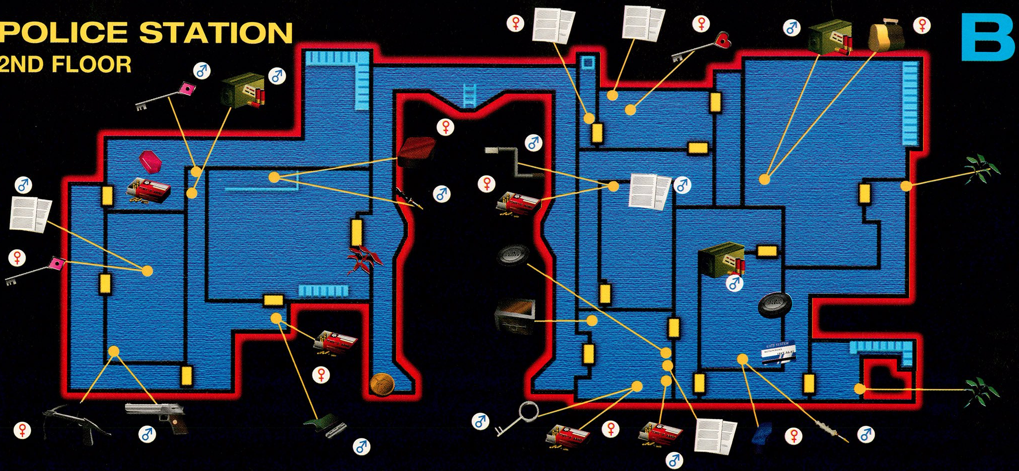
POLICE STATION 1ST FLOOR

OBJECTIVES:

After dashing through the crow-filled hallway, you'll run into a couple of Lickers. Sprint through the nearby door into the Waiting Room. Travel the length of the Main Hall's second-floor balcony and grab the **Unicorn Medal** from its slot in the wall. Lower the automated ladder and insert the medal into the base of the fountain statue to receive the **Spade Key**. Before leaving the Hall, grab the **Shotgun** for Leon or the **Grenade Launcher** for Claire. From there, head for the East Office, where you'll find the **Valve Handle** on a corner shelf. Grab the Valve Handle and head up to the roof. After extinguishing the flames and searching the chopper, you'll receive one the nastiest surprises of the game: the theatrical entrance of the dreaded Tyrant-103. This trenchcoat-clad foe will pursue you with Terminator-like persistence for the remainder of the game, so get used to his ugly mug. Use your Shotgun or Grenade Launcher to topple this fearsome foe. Then be sure to search him. Every time you defeat the T-103, he'll yield more ammo! Having extinguished the fire, run past the interior chopper wreckage to the Red Jewel puzzle room. This time you'll find the **Blue Key Card** that the injured cop gave you in the first mission. Go back down to the Main Hall and use it on the computer to unlock the doors. If you're playing as Claire, go to the File Room where you originally found the Crank. This time, you'll find the all-important **Lighter**. Head for the small storage room adjacent to the Briefing Room and light the fireplace once again to retrieve the first **Red Jewel**.

POLICE STATION
2ND FLOOR

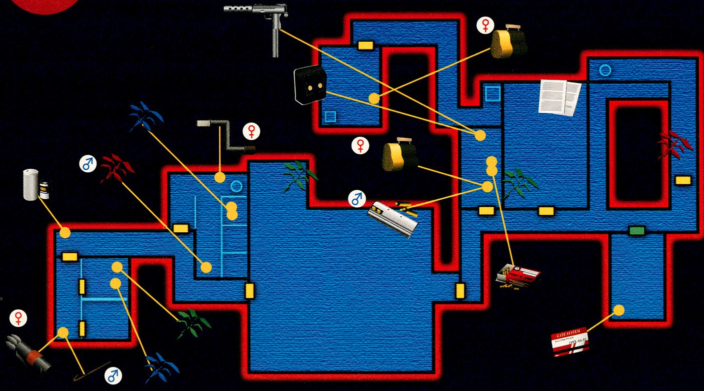
B



OBJECTIVES:

Climb the west stairs, where you will again encounter the mind-bending statue puzzle. Align the statues once again over the floor triggers so they are facing the center statue to receive the second **Red Jewel**. Head up to the second floor S.T.A.R.S. Office. Here, Claire will find the **Diamond Key** where the Unicorn Medal was in the previous game. Inside the weapons locker, you will find the **Bow Gun** for Claire and the **Magnum** for Leon. Exit the S.T.A.R.S. Office and continue down the hall. If you're playing as Leon, you'll encounter Sherry, who flees. Be sure to grab the **Diamond Key** from the hole in the boarded door Sherry presumably fled through. Inside the Library, you once again encounter the dreaded bookshelf puzzle. As before, all you have to do is move the two left-most bookcases over one spot to the right. Although the "combination" hasn't changed, the reward for your efforts has. This time, Leon will get the **Bishop Plug**, while Claire will receive the **Eagle Stone**. Now, head back down the west stairs to the Locker Room, where Claire will again find the **C4 Explosive**. Go through the Locker Room into the office where you battled the turncoat zombie cop in the first game. There you will find the **Heart Key** for Leon and the **Detonator** for Claire. Combine the C4 and the Detonator to free a spot in your inventory. Now head for the east wing Interrogation Room to grab the **Rook Plug** for Leon and the **Serpent Stone** for Claire. At this point, Claire may go blow open the door to the Chief's office with the combined C4/Detonator. (Remember, it's the area shown in red on Mission A's second floor map. This area isn't shown in red this time, because Leon now has access to the area, too.) Once again, you will be treated to the Chief's ramblings about the Mayor's daughter and his love of taxidermy. You'll also play another game of tug-of-war with Sherry, who flees as before. When you return to the Chief's office, both he and the corpse of the Mayor's daughter will be missing. In their place will be the **Heart Key**, which, as in the first mission, is essential to gaining access to the police headquarter's basement. Now, head back down to the first floor's East Office and go through the locked door in the hall.

POLICE STATION B1



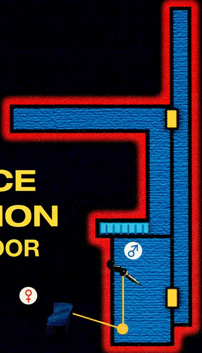
OBJECTIVES:

Go into the basement Mechanical Room and re-route the power by arranging the switches in the following fashion: Up, Down, Up, Down. As before, you can't enter the Weapon Storage Room without getting the Club Key (found in the Sewage Disposal area) and the Red Key Card (found in the Autopsy Room). If you left either the Submachine Gun or the Sidepack, which allows greater carrying capacity, they should be waiting inside the Weapon Storage Room for you.

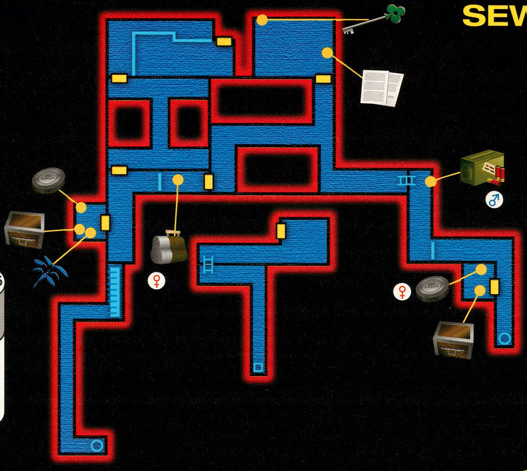
OBJECTIVES:

If you're playing as Leon, head for the Parking Garage, steal a car and get the hell out of Raccoon City. Just kidding. That would be too easy. Actually, you and Ada have to move the police van again to reach the Detention Area, where you'll find the **Manhole Opener** by Ben's cell. After gaining control of your respective sub-character (Sherry or Ada), arrange the three large wooden crates in a straight line once again and flood the compartment by hitting the switch on the control panel. Run across your impromptu bridge and grab the **Club Key**. After regaining control of your main character, go back to the Autopsy Room for the **Red Key Card**. Instead of several zombies, a pair of 1 will greet you, so be ready for them. Enter the Weapon Storage Room and take whatever is left. If the **Submachine gun** is present, keep it with you at all times. (You never know when tall, dark and ugly will appear.) Be sure to grab the **Crank** as you climb up the manhole near the kennel. Once again, all you need is the Gear now to complete the puzzle up in the Clocktower so you can leave the Police Headquarters once and for all.

POLICE STATION
3RD FLOOR



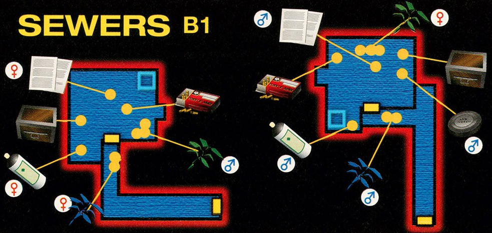
SEWAGE DISPOSAL



OBJECTIVES:

Upon returning to the first floor of the Police Headquarters, go to the east wing Media Room to complete the flame puzzle. Light the furnace in the corner and turn the hand cranks in the following order: 12, 13, 11. After getting the **Gear**, go back up to the second floor and head for the helicopter-ravaged hallway. Enter the room on the right and complete the Red Jewel puzzle by inserting the jewels into the two busts flanking the center statue. The center statue should open, yielding the **King Plug** for Leon and half of the **Jaguar Stone** for Claire. Now that Claire has blown open the door to the Chief's office, Leon is free to enter. Inside, Leon won't find the Chief, but he will find the magical **Crank** in the small treasure chest. If you'll recall, Claire already should have the Crank somewhere in her inventory. (She got in the Records Room near the original Licker encounter.) Head for the Clocktower and use the Crank to lower the stairs. Insert the Gear into the clock and press the button. The rusty door should open, revealing the other half of Claire's prized **Jaguar Stone** or Leon's **Knight Plug**. Leon should slide down the chute and complete the chess plug puzzle, while Claire needs to return to the Chief's office one last time to complete the stone puzzle. Doing so should reveal the Chief's private elevator. Take it down to the Chief's lair, where you will once again witness the Chief's gruesome demise.

SEWERS B1



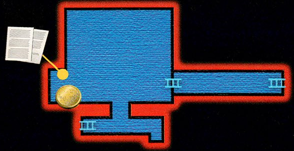
OBJECTIVES:

As Claire and Sherry enter the sewers, the dreaded T-103 rears his ugly head. Having seemingly escaped, the two forge on. Suddenly, Sherry is snatched away from Claire. Fortunately, Claire and Leon both have the chance to catch their breaths and replenish their supplies before going deeper into the sewers of Raccoon City. After searching the first storage room, Claire will encounter Leon, who has just been shot. If she goes on to the next store room, she will find even more items plus the suspicious shelf. Move the shelf aside and descend into the darkness. Use the two oil lamps located below to illuminate the room, which should contain Bow Gun Bolts, Grenade Rounds and Flame Rounds.

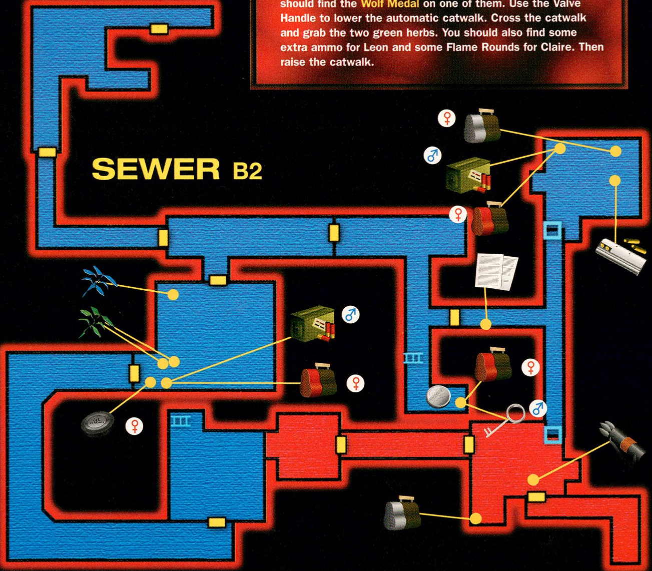
OBJECTIVES:

Once again, you must temporarily assume the role of Ada. Follow Annette Birkin up the ladder and through the cockroach-filled compartment. After Annette's and Ada's struggle, control will revert back to Leon. Search the two Umbrella agents killed by William Birkin during his fit of rage. You should find the **Wolf Medal** on one of them. Use the Valve Handle to lower the automatic catwalk. Cross the catwalk and grab the two green herbs. You should also find some extra ammo for Leon and some Flame Rounds for Claire. Then raise the catwalk.

SEWER B1



SEWER B2



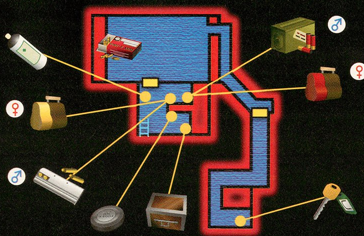
OBJECTIVES:

When you come across the corpse of the Sewer Manager, search him. He should have the **Eagle Medal** in addition to his diary. Then use the Valve Handle to stop the fan blade from turning. This should be the last time you need to use the Valve Handle. The next time you come across an Item Box, store it for good. Make your way to the place where the rushing water blocked your path. If you're playing as Leon, you will have Ada with you. She's quite handy with her pistol and will take care of many of the enemies if you let her. Unfortunately for Claire, she has to go it alone and has only herself to rely upon. Insert the two Medals into the machine near the curtain of cascading water to stop the flow. Then exit through the door. A transport will be waiting to take you to the vacant factory. While you ride the transport, Burkin will attack. Use your gun to fend him off. If Ada is with you, she'll follow your lead and take a few shots at the Birkin creature, as well.

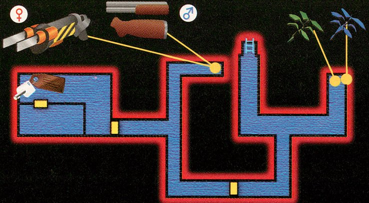
OBJECTIVES:

When you exit the tram, use the Lighter to ignite the flare gun, illuminating the area. Grab the Weapon Box key glinting in the light. As you make your way through the factory, be sure to grab the Spark Gun for Claire and the Shotgun Parts for Leon. Take the small elevator down and go get the Control Panel Key. The dreaded T-103 traps you in a dead end. This is a good opportunity to try out the Custom Shotgun of yours. After starting the large mechanical elevator, Birkin will attack again, injuring Ada. Use the Custom Shotgun to ward off the creature.

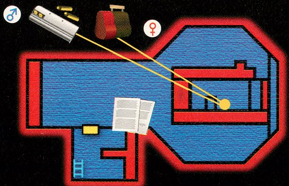
VACANT FACTORY 1F



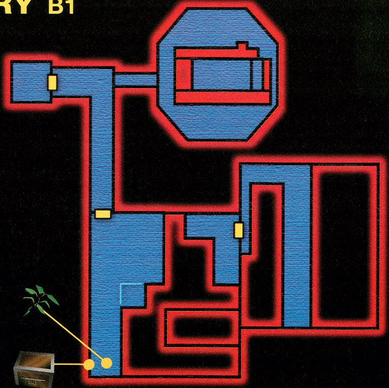
VACANT FACTORY B1



VACANT FACTORY 1F



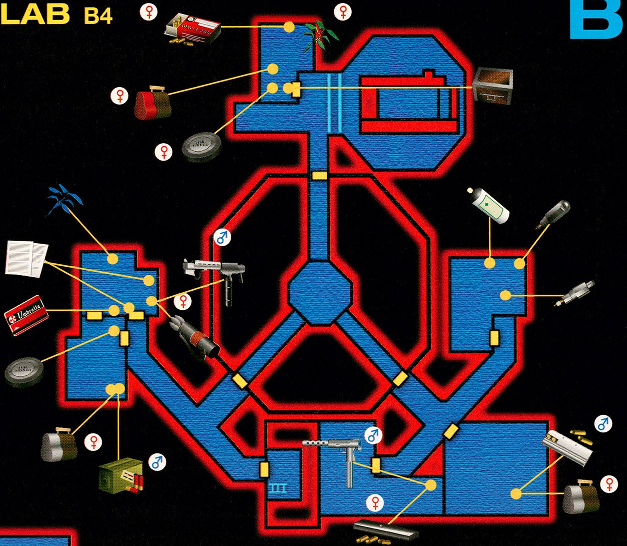
LABORATORY B1



OBJECTIVES:

As you continue descending in the elevator, it mysteriously stops. Get out to investigate. Suddenly, the elevator starts again, leaving you behind. You'll notice a large box by a small elevator. You can push the box, but you don't need to yet. Take the elevator down and head to the right. Take the elevator on the right up a level. There will be a pair of Lickers waiting for you, so be ready. After defeating the Lickers, use the switch at the far end of the catwalk to activate the Lab B-4 elevator. Now head back the way you came. The double doors where you fell from the ceiling should open now.

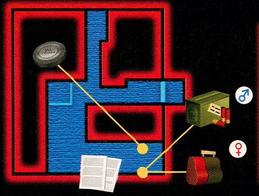
LAB B4



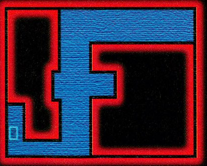
OBJECTIVES:

Upon arriving in the B-4 Lab, your first order of business is to restore power to the entire facility. Take the left fork and head for the room with the frozen door. Grab the **Fuse Case** and insert it into the machine. Use the robotic arm to produce the **Main Fuse.** Return to the hub of the Lab and insert it into the generator. Now head down to the scientists' living quarters and turn on the gas. You'll also find the **Lab Key Card** here. Open the door to the West Area and kill the creatures waiting for you. Go down the ladder and head for the lab where Claire synthesized the vaccine last game. Here you will find the **Power Room Key.** Now visit the Moth Room and kill the winged pest. Don't forget to register on the computer. (The password, once again, is "GUEST.") You can enter the room where Claire found the Base Vaccine last game, but there really isn't much of interest here; however, you can now gain entrance to the room requiring two people to enter. (Remember, you registered your thumbprint in the previous game.) Register your thumbprint a second time, and the door should open revealing a pack of Lickers. Let 'em have it with everything you've got. Then grab the extra **Machine gun clip** that is lying by the dead soldier.

LAB B2



LAB B3

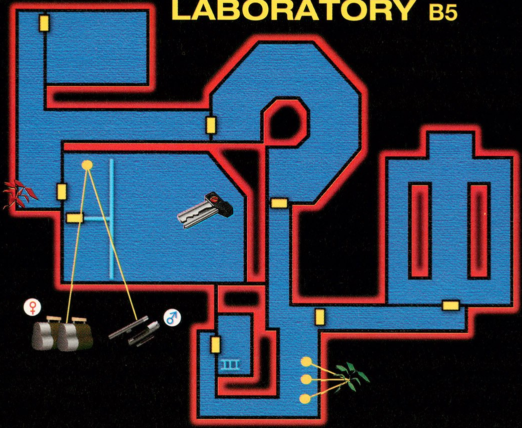


OBJECTIVES:

Now that you have the Power Room Key, you can return to the B2 level of the lab. This time, you must push the large crate onto the elevator before descending. At the bottom, push the crate off the elevator toward the other large crate at the north end of the level. Use the two crates as steps to reach the catwalk. After you encounter the dreaded T-103 and watch him swan dive into the molten metal, grab the **Master Key** and head back to the B4 level of the lab.

B

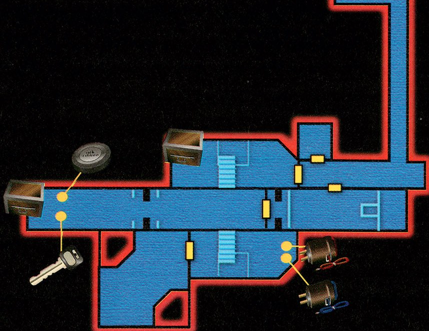
LABORATORY B5



OBJECTIVES:

With Master Key in hand, head back to the elevator and descend to the B4 level of the Lab. If you're playing as Leon, Sherry will be lying on the cot in the room immediately outside the elevator. Grab her, and return to the elevator. Use the Master Key to reveal the route to the underground train. Before heading down, however, you may want to make sure you're fully stocked up with health and ammo, because you're going to be in for a fight. After you reach the train, Leon will carefully put Sherry onto the cot. Run to the rear of the train and use the opportunity to save your game. There is an item box present if you want to juggle some items in your inventory. Make sure you have at least two empty slots in your inventory. Trust us, you'll need them. Grab the **Platform Key** lying on the ground and exit the train. You will find a control panel used to open the gates leading to the escape tunnel; however, the panel is not yet powered. Use the Platform Key to unlock the gate. Take the bridge over the train and retrieve the N and S Plugs from their holder. Now go insert the plugs into the proper receptacles. The dreaded T-103 will make one last appearance, and he's angrier than ever.

TRANSPORT



OBJECTIVES:

Avoid the T-103's sliding attacks and hit him with your most powerful weapons. After scoring a few hits, a mystery woman will appear to toss you the **Rocket Launcher.** Aim carefully, because you only have two chances. After destroying your pursuer for good, head back toward the train. There will be a few new zombies present, but they shouldn't offer too much resistance. Take them out and open the tunnel gates. Go back onto the train and start it up. Either All seems well until a self-destruct countdown begins blaring. It seems the train has been contaminated and the computer is following safety protocols. If you don't remove the source of the contamination, you're history. Head toward the rear of the train, where you will encounter Birkin in his final hideous form. If you have a rocket left, hit him with it. Then machine gun him until he's dead. Congratulations! You have survived the nightmare once again.

TRICKS of the trade

Codes and Tricks for the PlayStation

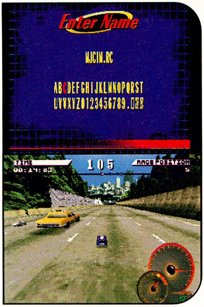
Test Drive 4

Nitro Boost, Small Cars

There are even more codes you can use from a Single Race game. You must race a track and get a course record (the Drag Race is the easiest). Then enter these codes as the names:

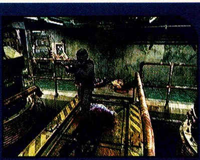
To get a nitro boost every time you honk your horn enter: WHOOOOSH

To get small RC cars enter: MJCIM.RC



Resident Evil 2

Secret Characters and Costumes



To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first go and kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way all the way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Red Asphalt

Several Awesome Cheats

ARMOR
LAP 1
NITRO
SUCK

There are several codes that will give you some specials while in the game. Each must be entered in specific places while playing.

Enter these at the in-game Pause Menu:

Invincibility - Hold R1 and R2 and press Up, Left, Right, Down, Triangle, Square, Circle, X

Infinite Weapons - Hold R1 and R2 and press Left. Up, Right, Down, Square, Triangle, Circle, X

Unlimited Nitro - Hold R1 and R2 and press Down, Down, Down, Circle, Circle, Circle

Enter these codes at the Main Menu Screen:

Big Cars - Hold R2 and L2 and press Up, Up, Up, Square, Square

Play as Boss Cars - Hold down L2 and press Left, Right, Down, Up, Square, Circle, X, Triangle

Unlimited Cash - Hold L2 and R2 and press Left, Left, Right, Right, Square, Square, Circle, Circle

If these codes are entered correctly you will hear a sound to confirm it.

Street Fighter Collection

Play as Akuma and Cammy

To play as Akuma, pick Super Street Fighter II Turbo on Disc 1 and choose the Arcade or Versus Mode. Now highlight Ryu. Press and hold L1 and then immediately press R1. Akuma's shadow will appear. Cammy is hidden on Disc 2 of the collection. To get her you must first play through with M. Bison and get a first-place score. Enter your initials as CAM. She will now be available for VS. and Training Modes only. To get her, highlight Bison and press Start twice on him.

KO
49
CAMMY
ROLENTO
25

Do you have a trick or want a tip on your favorite game? Let us know—write us at...

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Tricks of the Trade
1920 Highland Ave., Suite 222
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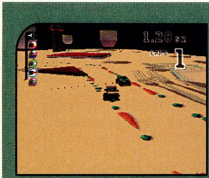


Micro Machines V3

Awesome Debug Cheats

To get a Debug Mode in the game, pause and press Square, Up, Down, Down, Square, Circle, Circle, Triangle, X. Now you can do any of the cheats shown:

Blow up cars (including yourself): Press X+Triangle+Circle+Square.

Make your car computer controlled: Press and hold Select and then press Square.

Change the zoom feature: Press and hold Select and then hold L2 or R2 to zoom in and out.

Change the angle feature: Press and hold Select and then press the D-pad in any direction to rotate the screen.

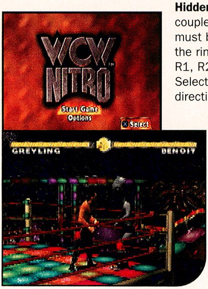
Quit the race and get first place: Press and hold Select and then press X (not in Time Trials).

Behind the car view: Press Start to pause and then press Left, Right, Square, Circle, Left, Right, Square, Circle.

WCW Nitro

Secret Characters, Rings, etc.

Hidden Characters: To get all of the secret characters start the game and get to the Title Screen. Once there press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, and Select. If done correctly you will hear a noise.



Hidden Rings: This code will give you a couple new rings to play on. To start you must be on the Options Screen and have the ring option highlighted. Then press R1, R2, R1, R2 or L1, L2, L1, L2 and Select. This will scroll the ring over in a direction and eventually give you access to a new one.

Swelled Head: To make your fighter's head grow each time you get hit or hit someone, press R1, R1, R1, R1, R1, R1, R1, R2 and Select on the Character Selection Screen.

Big Head: To start the match with a big head press L1, L1, L1, L1, L1, L1, L1, L2 and Select on the Character Select Screen.

Jet Moto 2

All Tracks, Race as Enigma

From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the One-Player option. Choose Li'l Dave at the Select Rider Screen (Press X). Now press Triangle until you go back to the Title Screen. Press Up, Down, Left, Right, R2, R1, L2, L1 (this must be done quickly). Go back into Options and set the laps to 3. Go into the One-Player option again and choose Wild Ride (press X). Press Triangle until you're back to the Title Screen. Now press Up, Left, Down, Right, Square, R2, Circle, L2 (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo Off. Go in the One-Player option and pick Bomber. Go back to the Title Screen again and press R2, R1, L1, L2, R2, R1, L1, L2 (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks!

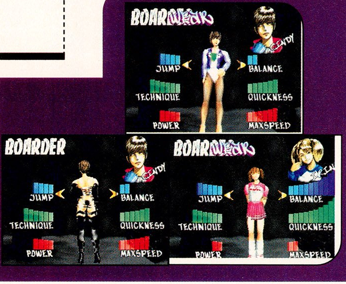
SELECT RIDER
WEIGHT
TOP SPEED
ACCELERATION
ENIGMA
TRACK SELECTION
NEBULOUS
SELECTED TRACK

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the Select Rider Screen.

Cool Borders 2

Cindy and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, chose Ciny or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.



Auto Destruct

Cheat Menu

In the middle of your game, press Start to pause. At the Pause Menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. This will reveal the Cheat Menu. Now you can do these codes from the Cheat Menu unless otherwise noted:

Extra Nitros: L1, Circle, Down, L1, Up, Square, Circle, R1
Extra Money: L1, R1, Up, Circle, Down, Square, Right, R1, L1
Add One Minute to Time: Down, L1, L1, Circle, Circle, R1, Up, Square, L1
Invulnerability: L1, L1, L1,L1, Left, Circle, Circle, Square, L1
Infinite Fuel: L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down
Car Tuneup Menu: L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1
Car Select: In the Car Tuneup Menu press Left, R1, Right, R1, Left, R1, Right, R1
Blood Mode: L1, Down, R1, Left, L1, Right, R1
Angels: (works when Blood Mode is enabled) Up, R1, Down, L1, Up, Left, R1, Right, L1
Choose Mission: Up, Down, Circle, L1, R1, L1, Circle, Down, Up
Next Mission: Square, Circle, R1, L1, Circle, Down, L1, Up
All Time Trials Available: R1, L1, Circle, Left, Circle, Circle, Left, L1, Circle
New York Time Trial: Under the Main Menu's Time Trials option, press L1, Right, Down, Left, Up, R1
Tokyo Time Trial: Under the Main Menu's Time Trials option, press L1, Left, Right, R1, Left, Right, L1

Ghost in the Shell

Access the Training Cinemas

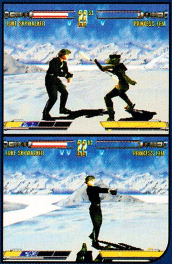
Training Cinema Two: Die in areas three, four or five to get training cinema two
Training Cinema Four: Run out of time in training areas one or two.
Training Cinema Five: Run out of time in training areas three or four.
Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.
Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Ray Tracers

New Vehicles

Race Tsumuji's car: Beat Time Attack Mode with the Rival turned on.
Race the Vestal: Beat the game using every car. You may save after winning with each car, but do not use any continues.
Race the B-Vestal: Beat the game using the Vestal.

PLAYER SELECT
TSUMUJI
ATTACK
SPEED
ACCELE
STEER
旋風
TSUMUJIKAZE



Star Wars: Masters of Teräs Käsi

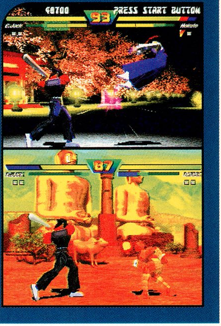
Invisible Lightsaber Trick

While playing as Luke Skywalker, perform the super (four Force Bars) lightsaber throw. While the lightsaber is still in the air, press R2 a few times and hold R2 until the saber returns to Luke's belt. From this point on the lightsaber is invisible whenever Luke isn't moving, for as long as the round lasts.

Street Fighter EX Plus α

Aluminum Bat for Cracker Jack

To switch from Cracker Jack's wooden bat to an aluminum one enter the following code: Select Cracker Jack, then press and hold Up+Square+Circle+R1+R2 until the match begins.



Command & Conquer: Red Alert

Many Cheats

Enter these codes by activating the corresponding Team Select buttons on the sidebar while playing any mission. (Pressing the actual D-pad buttons will have no effect; you need to select the Team icons with the Circle button.) Perform the sequences as quickly as possible. If you have trouble, try hitting X before selecting the teams.

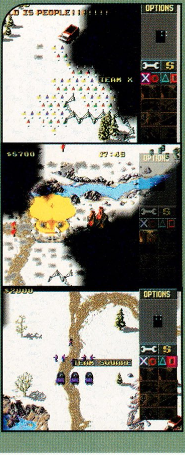
Mission Skip: X, Square, Square, Circle, Triangle, Circle

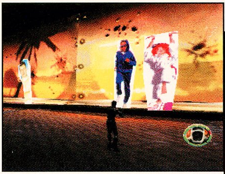
Nuclear Attack: Circle, X, Circle, Triangle, Square, Triangle

Chronoshift: Triangle, Circle, Circle, Square, Square, X

Money: Square, Square, Circle, X, Triangle, Circle

"Gold is People" (turns tiberium art into screaming civilians!): X, Circle, Triangle, Triangle, Circle, X





MDK

Lots of Cheats

To use the following codes you first have to enable cheats. Pause the game, press Down, L1, Up, Square, then unpause the game. Pause the game again and enter the codes below:

Bones Airstrike: Down, Up, Circle, Down, Up, Down, L1

Super Speed (use R2 for super speed): Right, Circle, Triangle, Circle, X

No Death: Circle, Triangle, Triangle, Circle, Right, Up, Left, L1, Square

Nuke: Down, Up, Square, Triangle, Down, Circle, Circle, Right

Dummy Decoy: X, L1, Right, Circle, X, Up, Square

Gatling Gun: Left, L1, Down, Square, Triangle, Up, Down

Sniper Grenade: Up, Square, L1, Left, Circle, Triangle, Square

Homing Sniper: Left, Up, X, Square, L1, L1, Right

Mortar: Left, L1, Triangle, Square, Right, Circle, Left, Left

Seal (used on final level): Circle, Triangle, Triangle, L1, Right

Bones Seal (final level): Triangle, Right, Circle, Left, Left, Circle, Triangle, Triangle, L1, Right

Cow Drop: Up, Down, Down, L1, Right

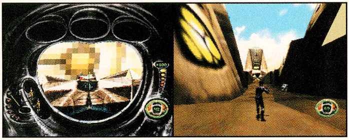
World's Most Interesting Bomb: Down, Right, Circle, Circle, Left, Left, Up, Square, Triangle

Thumper: Down, Up, Left, Left, Triangle, Up, Right, Down

Twister: Down, L1, Square, Triangle, Right, Up, X

Grenade: Triangle, Circle, Square, Square, L1, Right

Level Select: Enter the Main Menu, press and hold L1, L2, R1, R2, then press Triangle, Up, Triangle, Circle, Right. The level select will flash on the screen and immediately release L1, L2, R1, R2.



TRICKS archive

Codes and Tricks for the PlayStation

Trick of the Month

Tomb Raider

All Weapons

When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the weapons!

INVENTORY
999
Select
Go Back
Uzis

Broken Helix

More Ammo, Health and Armor

Pause the game by pressing Start and then press the Triangle button. At the Pause Screen with all of the Menu Options, highlight the "Help Text" Option. Hold L1+R2 and then press Triangle and X at the same time. You'll hear a beep and this will give you more ammunition when you return to the game. To get more health and armor, go to the same Pause Screen and highlight "Help Text" again. Hold L1+R2 and then press Circle and X at the same time. You will hear a beep to confirm it worked and this will give you more health and armor when you get back in the game. As soon as your codes are complete, highlight "Return To Game" and choose it. You will see the results on the right side of the screen.

Cart World Series

Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:

NIGHTRID - Drive at night.
SPACERID - Tron-like tracks.
GEK - You will race two laps in Season Mode.
WHEELS - There will be no body on your car.
FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).
RADBRAD - Tracks have more gravity than normal.
BANZAI - You won't collide with any other cars.

Colony Wars

Cheat Passwords

On the Main Menu Screen, go into the Options and then highlight and enter the Password Option. Choose "Enter" and put in one of the codes shown below for various results. The passwords are case sensitive, so enter them exactly as shown:

Hestas*Retort - Infinite Energy
Commander*Jeffer - Access to all levels, missions, acts, movies (at the Main Menu Screen).
Tranquillex - Super-cooled weapons (don't heat up).
Memo*X33RTY - Infinite secondary weapons.
All*cheats*off - Turns off all the cheats.

Courier Crisis

Play as an Alien or a Gorilla

Choose the Memory Card icon from the Main Menu and then access the Load/Save Options. Move over to Password and enter one of these codes under "Enter Password" to play as two strange, new couriers:

Play as the Alien - Put in the name XFIFTYONEX
Play as the Gorilla - Put in the name SAVAGEAPES

Crash Bandicoot 2

Extra Lives

Outside of Level 8, you will find a baby polar bear. As cruel as it seems, jump on top of him several times to collect 10 free lives. I hope the Humane Society doesn't hear about this.

Dragon Ball GT: Final Bout

Secret Character

At the Title Screen, do the six-character code (Right, Left, Down, Up, Right, Left, Down, Up and you will hear a sound), then press Triangle 10 times and then Square nine times. You will hear another sound to confirm that it worked correctly. You will see Super Saiyan 4 Goku on the Menu Screen. On the Player Select Screen, he will be a selectable character in the lower-middle section of the screen!

Six Hidden Characters

This code will increase your character count to 16! At the Title Screen, press Right, Left, Down, Up, Right, Left, Down, Up. You will hear a sound to confirm that the trick worked. Now press Start and go to the Character Select Screen. You will have six additional fighters at your disposal. Each one varies in strength and abilities.

Dynasty Warriors

Play as Sun Shung Xiang

In order to play as Sun Shang Xiang, go to the Title Screen, highlight "1P Battle" and then press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.

Excalibur 2555 A.D.

Password Access

Any time during the game, press Start to pause. Now press Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Triangle. Now unpause the game and the screen will change to the Level Complete animation. You will then be awarded with a password for that level, and be transported to the next. This trick has been proven to work on the preproduction copy and may change in the final version.

Fantastic Four

Secret Cheat Menu

This trick will get you a Cheat Menu that gives you four more options in the Options Screen. Just go to the Main Menu with The Thing's face, and access the Options Menu. Inside this screen, highlight "Training" and then press all four Shift buttons at once (L1+L2+R1+R2). The new options will appear underneath the Training Option. These include Invincible, Level Skip, Big Boy and Free Play. All of them have meters with Off and On switches, with the exception of Big Boy, which has a meter where you can grow or shrink your character.

Final Fantasy VII

Increased Items Track

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.

Chocobo Stamina

Here is a trick for Chocobo racing within the game. When racing your Chocobos, hold the R1 and R2 buttons simultaneously and your stamina will regenerate. Even if you speed up your Chocobos, it will increase or stay the same. If you sprint, the bar will drain slower than before.

Formula 1: CE

Many Game Cheats

Enter any of the following cheat codes at the "Edit Driver" Option

to receive various results within a race. Begin your race to see the results.
For Four Bonus Tracks enter: **BILLY BONUS**
For Helicopter View enter: **ZOOM LENSE**
For Background Music/New Sound Effects enter: **SWAP SHOP**
For Sprite Commentators enter: **BOX CHATTER**
For Huge Tires enter: **LITTLE WEELZ**
For WipeOut 2097 Mode enter: **PI MAN**
For Virtual Graphics enter: **VIRTUALLY VIRTUAL**
For Raining Frogs enter: **CATS DOGS** (Note: Be sure to switch the Weather Option to view this code).

Frogger

Level Select

These tricks will give you some great cheats to help you along in the classic come back to life.
All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.
Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.
Once you do either of these tricks, you will see the results in text on the bottom of the screen.

G Police

Weapons, Ammo and Shields

Enter the following codes to receive unlimited shields and ammo, along with all of the weapons.
Unlimited Shields - On the Briefing Screen, hold L1+R2+Square. While holding these, press Left.
All Weapons and Unlimited Ammo - At the Loadout Screen (weapon choice), hold L1+L2,+R1+Circle+Triangle+Square. While holding these, press Left.

Herc's Adventure

Unlimited Gyros

If you've played this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros were originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!

Jet Moto

Various Tricks

You must first do the "Codes Enabled" trick. To do this, go to the Options and set the difficulty to Professional, and the Laps Per Race to 6. Press Start after you're done and at the Title Screen, press Circle, Circle, Circle, Square, Triangle, Triangle, Triangle, Square, Triangle. You will hear a sound and there will be a word balloon displaying "Codes Enabled." Now you can enter any of these codes on the Title Screen:
Two-Player vs. CPU: Circle, Square, R2, Circle, Triangle, L2, Right, Up.
Unlimited Turbos: Triangle, Circle, Right, R2, Up, Square, Up, Triangle.
Double Stunt Points: Right, Up, Circle, L2, Triangle, Circle, R1, R2.
Rocket Racer: Triangle, Up, Up, L2, L2, Up, Up, Up.
No Resistance: Square, L1, Triangle, Right, L1, Down, R2, Triangle.
Super Ability: Down, Circle, Left, L1, Left, Right, Left, Right.
Air Brakes: R1, R2, Right, L2, Up, Circle, Up, Circle.
Ice Racing: Up, R2, R1, Right, L1, Square, Right, Right.
Multiple Camera Angles: Triangle, Down, Square, Triangle, L1, L1, R1, R1.

The next set of codes are entered at the Title Screen and do not need the previous code enabler to make them work:
Special Dedication: Choose Dakota, then return to the Title Screen. Go to the Options and set the number of laps to 2 and trophy presenter to Female. Hold R2 and select Credits
View All Endings: Go to Options. Set difficulty to Amateur, turn off Turbos and Grapples, hold L2 and select Credits.

K1: The Arena Fighters

Boss, Strength, See Ending

These tricks will give you a few new options to utilize.
Boss Code: Choose "Team Battle" from the Main Menu Screen. When the Character Select Screen appears, press Up, Up, Down, Left, Right, Left, Right, Start. Master Ishii will appear to the right of the other fighters.
Strength Adjust: During a match, press Start to pause. Then press L2, R1, L1, R1, L2, R1. You will see numbers flashing on the left and right side. Use the directional pad to move numbers up or down for each character so you can increase or decrease your chosen player's strength between 1 and 9.
See the Ending: Turn on the PlayStation with the K-1 disc inside. Now hold L1+L2+Triangle+Circle+Left on both controllers while the game loads. Continue to hold them until the demo begins. Instead of the normal intro, you will be treated to the ending cinema, complete with the game credits. This cinema will show what the fighters had to go through in the development of the game.

Machine Hunter

Various Cheats

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes for the results shown below. You will hear an explosion sound to confirm that they worked:
****URANUS****—Unlimited Continues
****SATURN****— View End Movie
SHOWCREDIT—Show Credits
NO MISSION (with space)—Activates exit areas without needing to complete goals
GRIMREAPER—One-shot kills
INVINCIBLE—Invincibility

Madden NFL 98

Secret Cheat Menu

To enter these codes you must go to the Front Office option and then choose the Create-A-Player Option. From here, enter any of the following codes and then save the name. When you return to Exhibition Mode and to the Vs. Screen you will be able to select from the hidden teams and stadiums.
Hidden Teams
For Tiburon team enter: **Loin Cloth**
For EA Sports team enter: **Orrs Heroes**
For All Madden team enter: **Coach**
For All Time Leaders team enter: **Leaders**
For All 1960s team enter: **Pac Attack**
For All 1970s team enter: **Steelcurtain**
For All 1980s team enter: **Gold Rush**
For NFC Pro Bowl team enter: **Aloha**
For AFC Pro Bowl team enter: **Luau**
Hidden Stadiums
For Astrodome enter: **Jetsons**
For Cleveland stadium enter: **Dawgpound**
For Oakland stadium enter: **Snake**
For Tampa Bay stadium enter: **Big Sumbrero**
For Orange Bowl enter: **Dandaman**
For RFK stadium enter: **Olddc**
For Tiburon stadium enter: **Sharksfin**
For Wild West stadium enter: **Ghost Town**

Marvel Super Heroes

Play As the Bosses

You must first beat the game and save it in the Backup Menu. Now play Arcade Mode with the Shortcut Options off, so you can see the players' pictures. Now go to the Player Select Screen and do the tricks as shown to access the secret Bosses (The default config for the buttons are used):
Dr. Doom: Press Down, then hold Down and press and hold X. With X held, press and hold Circle. With X and Circle held, press and hold R1. Do this in succession with Down held at the same time. You must do this code quickly. The picture will now change to Dr. Doom!
Thanos: Press Up, then hold Up and press and hold L1. With L1 held, press and hold Triangle. With L1 and Triangle held, press Square. Do this in succession with Up held at the same time. You must do this code quickly. The picture will now change to Thanos.

MK Mythologies: Sub-Zero

Game Cheats

Enter these codes in the Password

TRICKS archive

Codes and Tricks for the PlayStation

Option to enable the following cheats.
10 Urns of Vitality: NXCVSZ
1000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY (If you are killed using this cheat, quickly press L1 to fight Quan Chi or L2 to fight Shinnok.)
Rock Boss Explode: RCKMND

Monster Rancher

Build up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called "Tecmo's Deception" to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Moto Racer

Many Cheats

Enter these codes on the Title Screen (with Start/Options).
View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.
View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.
Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.
Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.
Night Mode - Press Up, O, L1, Down, T, L2, O, Left, R1, X.
CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.
Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.
Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.
Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

Namco Museum Vol. 4

Hidden Game

Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game!

NBA Hangtime

Cool Codes

Pick Enter Name from the "Choose Option" Screen. On the Name Entry Screen, put in one of the names and PIN numbers as shown below:
TURMEL 0322: Mark Turmell
DANR 0000: Dan Roan
DIVITA 0201: Sal Divita
ROOT 6000: John Root
SNO 0103: Sheridan Oursler
AMRICH 2020: Dan Amrich
PIPPEN 0000: Scottie Pippen (with hidden attributes)

NBA Live 98

Easter Egg Codes

To enable the Easter egg codes, begin a regular game (Exhibition, etc.), and after choosing your teams, go to the User Setup Screen. Choose "Start New" and enter the name: Secrets. Press Start to confirm the name then press the Circle button to activate the Secrets Menu. To enter the codes, go to Secrets Menu and highlight "Enter Secret Code" and press the X button. Now, enter the following codes—they are case sensitive, so enter them exactly as shown:
Seaweed (Underwater court)
Scary (Home team in Halloween costumes)
Freaky (Away team in Halloween costumes)
Cloak home (Home team selected player is invisible)
Cloak away (Away team selected player is invisible)
Eyepatch (Create player with eyepatch)
Monocle (Create player with monocle)
Toque (Create player EA Toque)
Prisoners (Hitmen be free)
Lizard (Chameleon Home Team)
Reptile (Chameleon Away Team)

NCAA Football '98

Various Tricks

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team or a cool code. Check out these tricks:

FOOTBALL CHEATS
ELECTRICH: Electric Football
SEE FMV: Enables the FMV Menu
WHOLE POLL: See 112 teams in the poll
GB SPEED: Fast Players
COOLSITE: Show all stadiums
EASPORTS: EA Sports Team
TIBURON: Tiburon Team
SHORT QUART: 15-second quarters

HISTORIC TEAMS
JEXLAD - '73 Alabama
WHVCIR - '89 Alabama
ZDDJOT - '92 Alabama
CEVHETS - '89 Colorado
VEWOJ - '96 Florida
MYLQLOH - '93 Florida State
RCIXRE - '96 Florida State
ZOWS - '82 Georgia
EIWQOH - '83 Miami
WREHSTAEH - '86 Miami
WEVKIM - '87 Miami
WMIXJ - '89 Miami
WYGGKEP - '91 Miami
WEINVNOD - '92 Miami
ANOYSAJ - '94 Miami
BSEPMAJ - '65 Michigan State
KCIZRE - '91 Michigan
IGSI - '83 Nebraska
EGAXRIM - '91 Nebraska

NCAA GameBreaker '98

Secret Teams/Option Codes

Enter these codes at the Easter Egg Screen (keep pressing Down at the Title Screen to find it). The codes will enable a variety of hidden teams and extra options.
SC: Win all games in simulator
BOOST: Give season team boost in simulator
BEAT DOWN: Make season team all 99s in game
JUMP: Change teams during a season
GIMME: Activates all all-time teams
BUILDER: Make a player with high attributes
CREDITS: Show credits
Ala 89: Alabama '89
Ala 92: Alabama '92
ASU 96: Arizona State '96
Col 89: Colorado '89
Fla 95: Florida '95
Fla 96: Florida '96
FSU 92: Florida State '92
GB98: GameBreaker 98 All-star team
Miami 83: Miami '83
Miami 85: Miami '85
Miami 86: Miami '86
Miami 89: Miami '89
Miami 91: Miami '91
Miami 92: Miami '92
Miami 94: Miami '94
Mich 91: Michigan '91
Neb 83: Nebraska '83
Neb 91: Nebraska '91
Neb 92: Nebraska '92
Neb 93: Nebraska '93
Neb 95: Nebraska '95
Neb 96: Nebraska '96
ND 89: Notre Dame '89
ND 90: Notre Dame '90
OSU 96: Ohio State '96
Okla 79: Oklahoma '79
Okla 87: Oklahoma '87
Okla 79: Oklahoma '79
Penn 78: Penn State '78
Penn 82: Penn State '82
Penn 85: Penn State '85
W Vir 88: West Virginia '88

NFL GameDay '98

Easter Eggs

At the Main Menu Screen, access Option, then choose Easter eggs. Now pick the "Add Entry" Option and enter one of these cheats:
credits: Shows credits
equal teams: All players equal
quiet crowd: Crowd quieter
busy ref: Lots of unfair penalties
loud mouth: Loud PA announcer
blind ref: Ref doesn't call PI or personal fouls

crunch time: Louder hit noises
big foot: Long field goals
gloves: Great hands for receivers
toast: Bad pass coverage
leech: Great pass coverage
hatchet: Forearm shiver is juiced
bettis: Shoulder charge is juiced
juice: Hyper speed burst
jack hammer: Super stiff arm
rejection: Defensive jump is higher
flea circus: Players are tiny and quick
watery ai: Catch-up speed high: pursuit angles are wrong
virtual polygons: Flat players
humongous: All players are huge
thin air: Special stadiums and teams
look ma: Players have stumps for arms
show off: CPU does only High Steps
gd challenge- Hidden difficulty level
deep gray: CPU remembers 30 plays
cpu offense: CPU offense gets a speed juice
cpu defense: CPU defense gets a speed juice
psychic: CPU cheats on every play call
fire drill: Player and ball speed are very high
nyse: Swim moves are juiced

Nightmare Creatures

Cheat Menu Code

On the Main Menu Screen, move down to the Enter Password Option and access it. Enter the code: Left, Up, Triangle, Down, Circle, Triangle, Square, Down. Then press Start. Move up to "Start Game" on the menu and access it. A new menu will appear that allows you to turn on or off unlimited continues and weapons, the option to play as a monster and a level select cheat. Choose any one of these before you begin your game.

NHL Powerplay '98

Cheat Mode and Net Teams

While waiting for the puck to drop during the faceoff, press L1, L2, R1 followed by one of the buttons below for various results:
X: Speeds up gameplay
L1: Increased penalties
R1: Increased penalty shots
L2: More accurate shots
R2: Easy goals

For new teams enter NETHOCKEY at the Name Entry Screen.

Hidden Team

This trick will give you a hidden team normally not available in the game. On the Main Menu Screen, choose "Exhibition" and then hold the X, Triangle, Square and Circle buttons until the next screen loads in. Once the Team Select Screen appears, let go of the buttons and scroll through the teams on the first or second controller, and you'll find that you can choose a new team: the Rad Army. This new team has a high rating, so you will be sure to do well with it.

NHL 98

Change Players

Enter any one of the following codes to allow you to play as characters with some rather unusual changes. Only one code may be entered at a time.

Mini Players: NHLKIDS
Huge Heads: BRAINY
Huge Players: BIGBIG
Stanley Cup Video: STANLEY
Huge Goalies/Small Players: PLAYTIME

Nuclear Strike

Game Cheats and Level Passwords

For the following codes to work you must go into the Password Screen. From there enter the codes just as they are typed.
EAGLEEYE: This password allows you to fly over the first mission without being shot at
PHOENIX: Gives you four continues
WARRIOR: Gives you five continues
MPG: Allows you to fly longer without having to refuel your craft
LAZARUS: Infinite lives
LIGHTNING: Secret bonus level
WARPDRIVE: Faster vehicles

Level Codes
LEVEL 1: JUNGLEWAR
LEVEL 2: CUTTHROATS
LEVEL 3: COUNTDOWN
LEVEL 3B: PLUTONIUM
LEVEL 4: PUSAN
LEVEL 5: ARMAGEDDON
BONUS: LIGHTNING

Oddworld: Abe's Oddysee

Cheat Button Combinations

The first two of these are accessed by highlighting the Option at the Main Menu. After this is done, do these tricks:
Movie: While holding R1, press Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right.
Level: While holding R1, press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left.
Fart: This next trick can be done any time during the game. While holding R1, press Up, Left, Right, Square, Circle, X.

Ogre Battle

Hidden Stage and Music

To get a hidden stage, follow this method. In the beginning of the game when you are asked by Warren to enter your name, put in "FIRESEAL." on the Password Screen. Go through the questions, and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game. For a music test, enter your name as MUSIC/ON. The game will load and the Music Mode Screen will appear.

One

All Weapons and Stage Select

At the Main Menu Screen, move over and choose the "Load Game" Option. Then pick "Enter Password." Put in one or both of these codes for the results as shown:
MAXPOWER - Gives you access to all the weapons
HEVYFEET - Opens up the Stage Select Screen where you can choose to start from any of the six levels

Pandemonium 2

Many Incredible Codes

From the Title Screen, access the Password Option. On the Password Screen, enter one of the codes as shown below:
GETACCES: This code opens up all the levels
SKATBORD: Get Speed Greed after every level
HORMONES: Gives you maximum health
IMMORTAL: This code maxes out your lives
MAKMYDAY: Gives you a permanent weapon
NEVERDIE: Invincibility throughout the game
GENETICS: Gives you Mutant Mode
GONAHURL: Access to camera roll
JUSTKIDN: Monsters regenerate
ACIDDUDE: This gives you cool psychedelic textures

PlayStation Underground No. 2

Hidden Items

For now, here are some hidden goodies that have been discovered on CD #1:

MechWarrior II: unlimited ammo code: At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously and then press X.
K-1 The Arena Fighters: combo moves: At the Main Menu, hold L1, R1 and R2. Then press L2.
Preview of Intelligent Qube: Inside the Imports Screen, press Square, Triangle and Circle at the same time rapidly.
Twisted Metal 2 fan: Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.
Game tester picture: Inside the Research and Development Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.
Blasto remark: Inside the Tech Q & A Screen, press Square, Triangle and Circle at the same time.
Peak Performance code: Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

PlayStation Underground No. 3

Hidden Preview Moves

Put in the second CD of PlayStation Underground No. 3 and you will get to a Menu Screen (shown below). From here, you can access the hidden preview movies via a few cool codes:

TRICKS archive

Codes and Tricks for the PlayStation

Blasto: Press R1+R2. Hold them and press L1+L2. You'll get a Blasto preview movie.
Crash Bandicoot 2: Press Circle, Triangle, Square, Circle for the preview movie.
Spawn: Press Triangle, Circle, Triangle, Circle to get a Spawn preview movie.

PlayStation Underground No. 4

Many Cheats

Disc 1

Contest - In the Bulletins section, hold Triangle and Circle. While holding them, press Square twice.
New Memory Cartridges - In the Code Archive section, hold Triangle and Circle. While holding them, press Square twice.
Where Are They Now? - In the Event Center, hold Triangle and Circle. While holding them, rapidly press Square.
PaRappa Fun Code - On the Main Menu Screen, press Square, Triangle, Circle, Triangle, Triangle.

Disc 2

Resident Evil 2 Video - On the Main Screen (with Cardinal SYN showing), press Square, Triangle, Square, Triangle.
Our Lady Peace Video - On the Main Screen (with Cardinal SYN showing), press Circle, Triangle, Circle, Triangle, Circle, Square, Circle.
Twisted Metal 1 Ending - On the Main Screen (with Cardinal SYN showing), hold Circle and Triangle. While holding them, press Square twice.
Cool Boarders 2 Tips - On the Main Screen (with Cardinal SYN showing), press Triangle, Triangle, Circle, Triangle, Square.
Red Asphalt Codes - On the Main Screen (with Cardinal SYN showing), press Square, Triangle, Square, Circle.

Robotron

Many times you have to collect a certain amount of items or kill off enemies to gain special power-ups. There must be an easier way to get those items. Here are the key combinations to most of the power-ups in the game. Just enter them while playing within your game.

For the Flamethrower enter: Down, Right, Down, Right, Circle.
For the Pulse Wave enter: Up, Circle, Down, Right, Square.
For the Speed Boost enter: Left, Left, Right, Right, Triangle.
For the Shield enter: Down, Left, Square, Circle.
For the Two-Way Weapon enter: Up, Triangle, Up, Triangle.
For the Three-Way Weapon enter: Right, Right, Square, X.
For the Four-Way Weapon enter: Down, Down, Up, Circle.

Shipwreckers

Level Select codes

Enter the following codes to give you access to every level of the game. They will work on any difficulty setting. First, enter the Single-Player Mode of the game. These codes will not be available for Multiplayer Mode. Now go to the Password Select Screen and enter the following:

Level 1-2: Ship, Skull, Fish, Anchor, Ship, Anchor
Level 1-3: Ship, Anchor, Skull, Ship, Anchor, Fish
Level 1-4: Skull, Ship, Fish, Anchor, Anchor, Ship
Level 2-1: Fish, Fish, Anchor, Ship, Skull, Anchor
Level 2-2: Skull, Anchor, Anchor, Fish, Anchor, Ship
Level 2-3: Fish, Anchor, Ship, Ship, Ship, Skull
Level 2-4: Anchor, Ship, Fish, Skull, Skull, Fish
Level 3-1: Ship, Skull, Skull, Fish, Anchor, Skull
Level 3-2: Fish, Skull, Anchor, Fish, Skull, Fish
Level 3-3: Fish, Fish, Ship, Skull, Fish, Ship
Level 3-4: Ship, Anchor, Ship, Fish, Anchor, Fish
Level 4-1: Skull, Skull, Anchor, Ship, Fish, Fish
Level 4-2: Ship, Anchor, Skull, Fish, Fish, Anchor
Level 4-3: Skull, Ship, Skull, Skull, Fish, Ship
Level 4-4: Ship, Fish, Ship, Fish, Ship, Anchor
Level 5-1: Anchor, Ship, Fish, Skull, Fish, Ship
Level 5-2: Fish, Ship, Anchor, Skull, Ship, Fish
Level 5-3: Ship, Fish, Skull, Anchor, Anchor, Skull
Level 5-4: Skull, Ship, Anchor, Fish, Ship, Skull

Star Wars: Masters of Teräs Käsi

Cheats and Hidden Characters

The following tricks are to be done during the Character Loading Screen and can be done in the Versus and Practice Modes only.

Big Head: Hold the Select button during loading.
Super Deformed: Hold the Select, Down and X keys during loading.
Tiny Mode: Hold Select, Down, X and R2 buttons during loading.
The following characters or arena select features can only be unlocked if "Player Change at Continue" in the Options Menu is set to "No," which is the default setting.
Unlock Darth Vader: Play through Arcade Mode with Luke Skywalker on "Standard" or "Jedi" difficulty.
Unlock Stormtrooper: Play through Arcade Mode with Han Solo on "Standard" or "Jedi" difficulty.
Unlock Jodo Kast: Play through and win against seven or more characters in "Survival Mode."
Unlock Slave Leia: Play through Arcade Mode with Princess Leia on "Jedi" difficulty.
Unlock Mara Jade: Hold the L1, L2 and R1 buttons as you enter Team Mode on "Jedi" difficulty. After the computer selects the characters, you will see "Battle for Mara Jade." Win the battle and she will be released.
Unlock the Ability to Select Arenas: (Practice and Arcade only) Play through Arcade Mode with Chewbacca on "Standard" or "Jedi" difficulty.

Street Fighter EX+a

Hidden Bonus Barrel Game

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game." Choose any character, and you will be playing the bonus barrel stage from Street Fighter II.

Test Drive 4

Reveal Hidden Characters

At the Mode Select Screen, highlight the Practice Mode and press Start, Up, Right, Down, Right, Start. You will hear a sound to confirm that it worked, and you will see "Here comes a new challenger" on the bottom of the screen. This trick reveals all of the hidden characters, which include Evil Ryu, Killer Hakuto, Cycloid Gamma and Cycloid Beta. You will be able to play as all of these characters in every mode of the game!

(*Note: This trick works on the Japanese version of the game and is subject to change.

New Cars and Backward Tracks

Choose a One-player Race from the Main Menu and choose a Drag Race from the Race Menu. Now choose a car and win the race. You will set a new record for the race. When the "Race Again" Menu appears, choose "Quit." Now put in your name as **KNACKED** for backward tracks, or **SAUSAGE** to get four new cars (GTSR, TVR 12/7, Pitbull Special and a '69 Dodge Daytona)! The new cars and tracks will appear in the Single Race Mode only.

Thunder Truck Rally

Game Cheats

Here are a few codes to enter before you take your favorite monster truck to the track. To access them, go to the Main Menu Screen and enter the following for various results. You will hear a burp, if entered correctly.
For Big Trucks enter: L1, R2, L2, R1 and Up. Then begin your race and your truck will have a new shape!
For No Damage enter: Left, Left, Left, Left, Up, Down, L1 and R2. Then begin your race without any worries of breaking down on the track!
For Super Car enter: L2, Left, Right, Up, Down, R2. Then begin your race and zoom ahead to first position.

Time Crisis

Nine Lives/Weapons Reload

This cool 3-D shooter comes with a couple cheats you can easily access by following these methods. To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs next to the word TIME. If your shots are accurate a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

Tomb Raider

Level Skip

Through the many rumors of there being a Level Skip code for the PlayStation version, one actually came true! To access the Level Skip, just begin playing within your game and then hit Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2, and L2. Now, when you return to your game you should then proceed to the next level of the game! You could even use it to get to the end, but you don't really want to do that, right?

Tomb Raider II

Multiple Codes

These codes must be entered while in the middle of the game. Find a flat surface and follow the movements carefully for each of the tricks listed:

Level Skip: Step Left, Step Right, Step Left, Step Back, Step Forward, Turn around three times and then do a Forward Jump and immediately press the Roll button to get the level end cinema.

All Weapons: Step Left, Step Right, Step Left, Step Back, Step Forward, Turn around three times and then do a Backward Jump and immediately press the Roll button to get all weapons and plenty of ammo and items in your inventory.

Exploding Lara: Step Left, Step Right, Step Left, Step Forward, Step Back, Turn around three times and then do a Forward Jump and immediately press the Roll button. Lara will explode and you will have to begin the game again.

Get Rid of the Butler: Go into the kitchen and open the freezer. When the butler follows you in, jump over him and close the door behind you. He won't be able to get out and you can walk around without him following you.

Treasures of the Deep

Gameplay Codes

To get the effects of the following codes, you must start a game and pause it as soon as you can. From the Pause Screen enter the codes. You will hear a chime when you have entered the code correctly.

D=Down, U=Up, L=Left, R=Right, X=X button, S=Square, T=Triangle, C=Circle

All Equipment: D, X, L, S, U, U, T, T, R, R, C, C, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2.

All Missions Available: D, X, L, S, U, U, T, T, R, R, C, C, D, R, U, L, T, X.

All Complete: D, X, L, S, U, U, T, T, R, R, C, C, S, X, X, X, S, T, T, T, S, X, X, X.

All Weapons: D, X, L, S, U, U, T, T, R, R, C, C, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

Banana Bombs: D, X, L, S, U, U, T, T, R, R, C, C, X, U, T, D.

Complete Current Mission: D, X, L, S, U, U, T, T, R, R, C, C, T, T, T, D, D, D.

Double Time on Shark Attack: D, X, L, S, U, U, T, T, R, R, C, C, L2, L2, L2, R1, R1, R1, R2, L1.

Extra Continues: D, X, L, S, U, U, T, T, R, R, C, C, R2, R2, R2, L2, L2, L2.

Extra Gold: D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, L1, L2, R1, R2, L1, L2.

Get Tablet Piece: D, X, L, S, U, U, T, T, R, R, C, C, L1, L2, L1, L2, S, C.

Hunting License: D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1.

Infinite Air: D, X, L, S, U, U, T, T, R, R, C, C, T, C, X, S, U, R, D, L.

Infinite Health: D, X, L, S, U, U, T, T, R, R, C, C, T, T, X, X.

No Currents: D, X, L, S, U, U, T, T, R, R, C, C, R1, L1, R2, X.

Open All Doors: D, X, L, S, U, U, T, T, R, R, C, C, X, C, T, S.

Overhead Camera: D, X, L, S, U, U, T, T, R, R, C, C, T, S, X, S.

Pass Through Objects: D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1.

Refill Air and Health: D, X, L, S, U, U, T, T, R, R, C, C, S, S, C, C.

Reveal Map: D, X, L, S, U, U, T, T, R, R, C, C, S, X, C, X, S.

Super Speed: D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, R1, R2, R1, R2.

Turn Off Crosshairs: D, X, L, S, U, U, T, T, R, R, C, C, T, X, U, D.

Unlimited Payload: D, X, L, S, U, U, T, T, R, R, C, C, T, U, X, D.

Triple Play 98

Vocal Credits

While in an Exhibition game, press and hold all of the top four buttons (L1,L2, R1, R2). While holding these, press the following buttons to access voice credits:

Chuck Osieja: Up, Triangle, Up, Square

Darren Stone: Up, Triangle, Up, Circle

Michael J. Sokyrka: Right, Circle, Right, Square

Chris Johnson: Up, Triangle, Up, X

Frank Faugno: Right, Circle, Right, X

Brent Nielsen: Left, Square, Left, Circle

Pauline Moller: Left, Square, Left, X.

Steve Rechtschaffner: Left, Square, Left, Triangle.

Ernie Patzel: Right, Circle, Right, Triangle.

Eric Kiss: Up, Triangle, Up, Triangle.

Duncan Lee: Left, Square, Left, Square.

Tony Lee: Right, Circle, Right, Circle.

Jon Spencer: Up, Triangle, Up, Up.

Gary Lam: Left, Square, Left, Left.

Kirby Leung: Right, Circle, Right, Right

Warcraft II: The Dark Saga

Many Cheats

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

NSCRN: Gives you the full map

GLTTRNG: 100,000 gold, 5000 trees (repeat the trick as needed)

VLDZ: 5000 units of oil

MKTS: Faster building

DCKMT: Upgrades everything to the best

VRYLTTL: Gives you all the spells

TSGDDYTD: Invincibility (one-hit unit kills and few-hit structure kills)

THRCNBNL: See the end of the game

Wild Arms

255 Item Cheat

This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item that you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will start. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.

⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame

Namco Guncon

namco
NPC-103
©1996 NAMCO LTD.
MADE IN CHINA
PlayStation

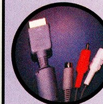
Wat does not react well when Bob beats him at Bushido blade

The Guncon has been available for a few months, but the amount of games that support it are only now becoming more common. The time is now right to explore the world of Guncon. Currently, you can purchase Time Crisis (comes with the gun) and Point Blank. Soon, you'll be able to fire it up on Elemental Gearbolt and Judge Dredd (tentative). What's the big deal about Guncon? The deal is that it has a separate video jack that ensures optimum accuracy which is a big problem with light guns. With new gun games supporting the peripheral, it's one accessory that won't be stored in the closet anytime soon. The Guncon is light and easy to use. This is a must-have for any fans of light-gun shooting.

Namco
$59.95 ⚙⚙⚙⚙⚙

Guncon-nection

S-video cable



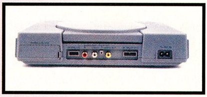
If you want a better picture as well as improve accuracy, run out and buy an S-Video cable. With televisions 20"-27" and above, the difference between regular composite and S-Video is readily apparent.

AV Adapter

If you have the newer model of PlayStation, you'll need to purchase the AV Adapter to properly use the Guncon. It also functions as AV Multi-out which lets you send PS signals to two TVs at once.

How to connect Guncon

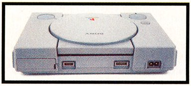
The instructions should cover this, but this is for potential Guncon owners who think it may be too complex.



Original PS inputs

All you have to do is connect that extra yellow wire attached to the Guncon to the back of your PS. Match yellow with yellow. Done.

New model PS inputs



There are no standard composite in slots so you'll need to purchase an AV Adapter and plug it into the yellow slot on the side.

It's a face-off between these two hard-boiled replacement killers.

Anime Video

Poltergeist Report

When the spirit world mysteriously is flooded and the Netherworld threatens to take over the world as we know it, only Yusuke and his friends can foil the plans of evil. If you're a fan of battle-driven shows like *Dragon Ball Z*, and like the fast and smooth animation style that anime has become known for, *Poltergeist Report* is worth checking out. While it's a little light on development of the main characters (some only show up for a few minutes), the action more than makes up for it. U.S. Manga Corps' dub of *Poltergeist Report* starts out pretty shaky, but the main characters are cast pretty well.

POLTERGEIST
REPORT
YUYU HAKUSHO
ENGLISH LANGUAGE DIALOGUE

U.S. Manga Corps, $24.95, dub
Approx. 90 minutes

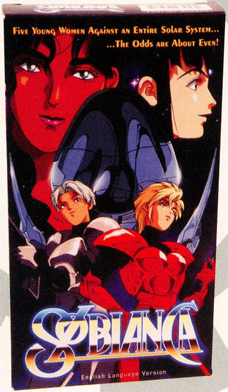
○○○○

Sol Bianca

The Sol Bianca's crew has one mission: to get as much treasure as possible throughout the solar system. On this mission, after scoring a huge amount of intergalactic booty, the crew stumbles across a young boy who convinces them to take him to the planet Tres. *Sol Bianca*'s an average-quality OAV, with some great animated sequences and decent dubbing from AD Vision. The story is just average, and this reviewer could never really get into the plot. Those who enjoy a good vs. evil, "bounty hunters fighting for the good of a planet," will probably enjoy it. As it stands, it's only average from my point of view.

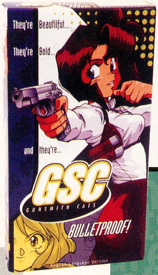
AD Vision, $29.95, dub
Approx. 60 minutes

○○○


Five Young Women Against an Entire Solar System... ...The Odds are About Even!
SOLBIANCA
English Language Version

Gunsmith Cats: Bulletproof

Bulletproof is a dubbed compilation of the three Gunsmith Cats OAVs in one, value-priced package. We join Rally Vincent and Minnie-May, the "Gunsmith Cats" as they foil gun runners and killers by using their unorthodox practices of using heavy firepower and lots of explosives. But *Gunsmith Cats* is more than just that, it's also a cool, slick cop story.



Set in Chicago, where the *OPM* offices are (Hey! There's our building!), this is based on the manga from Kenichi Sonada, who was also responsible for *Bubblegum Crisis* and *Riding Bean*.

AD Vision's done a great job with GSC by collecting all three OAVs (which are only a half hour in length) into one tape. Before, paying $30 for one of these OAVs might've made some fans hesitate. But now, with the lower price and all three on one tape, it's well worth it.

AD Vision $29.95, dub
Approx. 90 minutes

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Lara is Here

How many gamers out there have been wanting Ms. Croft to be in the palm of their hands? Too many. In recognition of this pent-up demand, Toy Biz has released the Lara Croft action figure. This is the first in their new line of video game characters with the next series focused on Resident Evil and X-Men vs. Street Fighter. Let's hope they put more work into the latter releases because Lara is hurtin'. First off, her face is a bit manly and a bit unemotional. A lack of joints on her elbows and knees prevent more imaginative poses and makes it difficult for the figure to stand unsupported. For some unknown reason, Lara sports a bandolier across her chest which was never one of her accessories in any of the Tomb Raider adventures. I can only hope that Toy Biz will expand and improve the Tomb Raider figure franchise as they have with their Marvel Super Heroes line. She also sports some big baggy shorts which don't do anything at all for her. On the plus side, she comes with four different weapons and two bat buddies. This is also the only Lara Croft action figure available so you can't hate it too much.

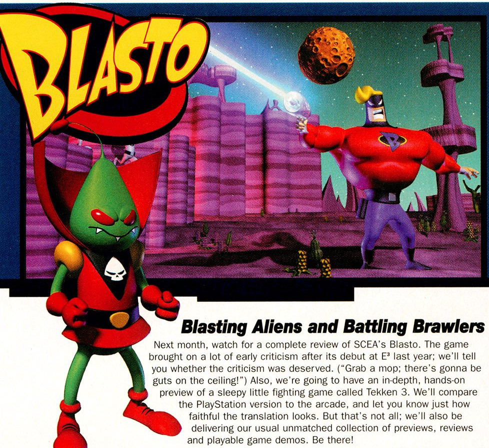
Toy Biz $9.99–$12.99 ○○

Throw me the idol; I'll throw you the whip.

Next Month

in the Official U.S. Playstation Magazine

Blasto: the Final Verdict



Blasting Aliens and Battling Brawlers

Next month, watch for a complete review of SCEA's Blasto. The game brought on a lot of early criticism after its debut at E^3 last year; we'll tell you whether the criticism was deserved. ("Grab a mop; there's gonna be guts on the ceiling!") Also, we're going to have an in-depth, hands-on preview of a sleepy little fighting game called Tekken 3. We'll compare the PlayStation version to the arcade, and let you know just how faithful the translation looks. But that's not all; we'll also be delivering our usual unmatched collection of previews, reviews and playable game demos. Be there!

Official Sweepstakes Rules:

1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your list of 10 most wanted video games to "Import Games Sweepstakes," Official U.S. PlayStation Magazine, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148 or e-mail it to dindo_perez@zd.com or fax it to (630)916-7227. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per month.

2. Prizes: One Grand Prize winner will receive one (1) video cassette of Anime. Grand Prize has an approximate retail value of $25. Winners shall be determined by a random drawing of all valid entries by *OPM* editors whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Manga Video should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Sweepstakes open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Neither Ziff-Davis Inc., Manga Video nor their respective affiliates, subsidiaries, divisions, or related companies are responsible or liable for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize.

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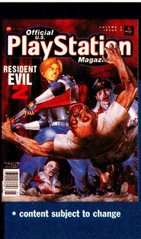

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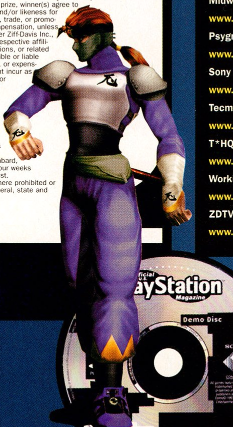

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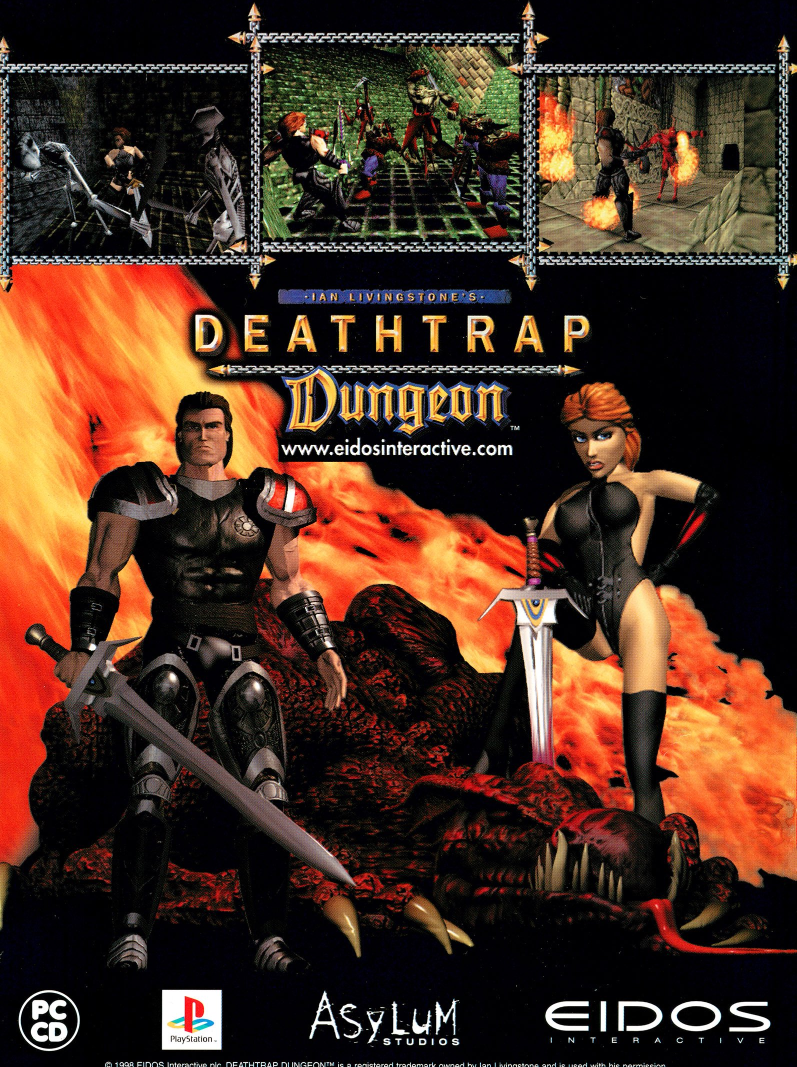
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